

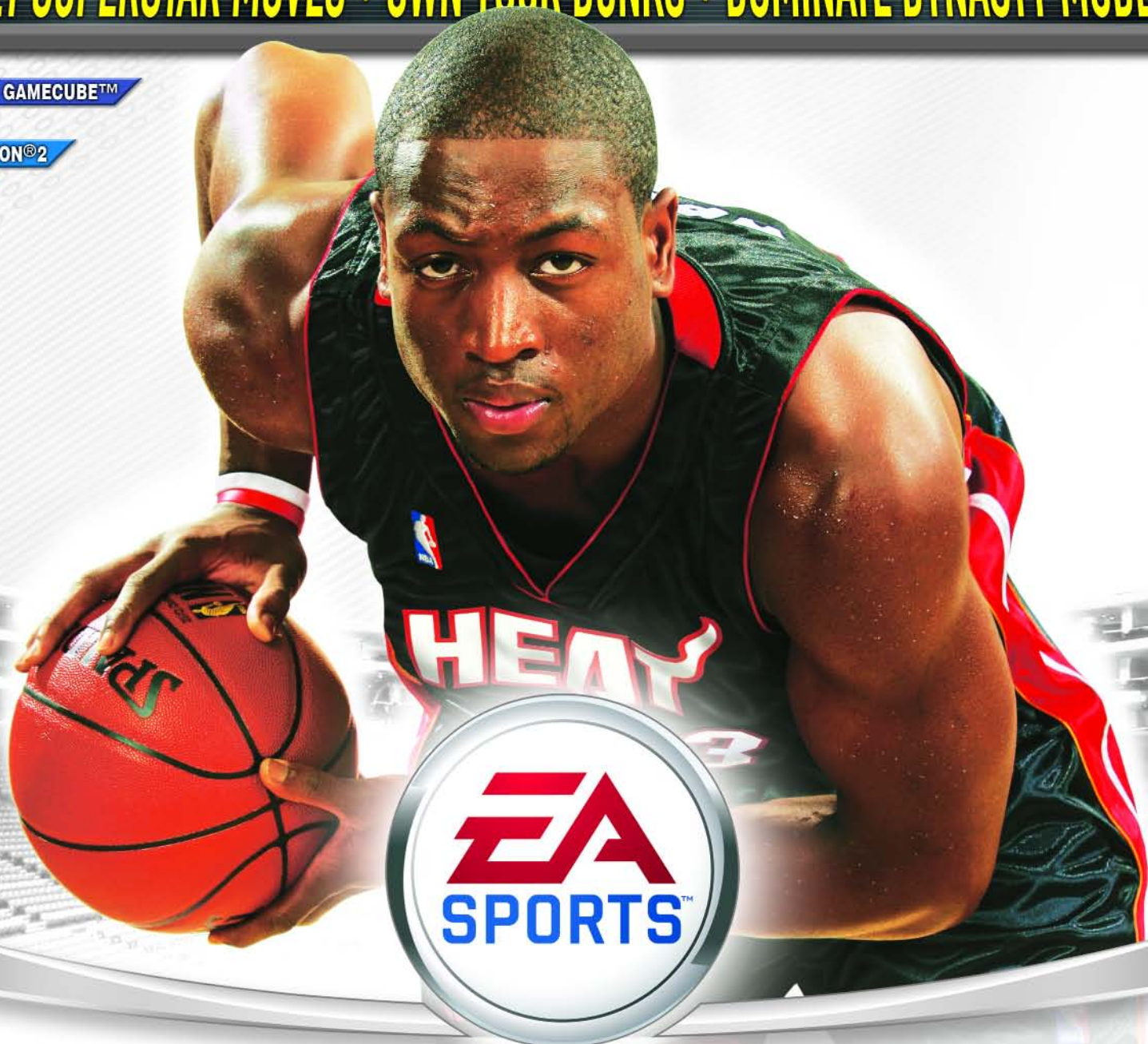
* GET SUPERSTAR MOVES * OWN YOUR DUNKS * DOMINATE DYNASTY MODE™ *

NINTENDO GAMECUBE™

PC

PLAYSTATION®2

XBOX®



NBA LIVE 06



Prima is an authorized Electronic Arts licensee.

OFFICIAL



LICENSE



Game Experience May Change During Online Play.



NBA LIVE 06



PRIMA Official Game Guide

Joe Grant Bell

Table of Contents

Introduction	3	Train Stats Intelligently	41	Philadelphia 76ers	86
Game Modes	3	Make Trades That Work	42	Phoenix Suns	88
Play Now	3	Master the Dunk Contest	43	Portland Trail Blazers	90
Play Online	4	Team Profiles	44	Sacramento Kings	92
Season Mode	4	Atlanta Hawks	44	San Antonio Spurs	94
Dynasty Mode™	5	Boston Celtics	46	Seattle SuperSonics	96
Playoffs	12	Charlotte Bobcats	48	Toronto Raptors	98
NBA All-Star Weekend	12	Chicago Bulls	50	Utah Jazz	100
Freestyle Challenge	13	Cleveland Cavaliers	52	Washington Wizards	102
One-on-One	14	Dallas Mavericks	54	2004-05 West All-Stars	104
Slam Dunk School	14	Denver Nuggets	56	2004-05 East All-Stars	106
Individual Practice	15	Detroit Pistons	58	1950's All-Stars	108
Roster Updates	16	Golden State Warriors	60	1960's All-Stars	109
Create Player	16	Houston Rockets	62	1970's All-Stars	111
Courtside Action	17	Indiana Pacers	64	1980's All-Stars	112
Offense	17	Los Angeles Clippers	66	1990's All-Stars	114
Defense	24	Los Angeles Lakers	68	International All-Stars	116
Superstar Moves	27	Memphis Grizzlies	70	European All-Stars	117
Dunk Contest Moves	30	Miami Heat	72	RBK All-Stars	119
Pro Tips	32	Milwaukee Bucks	74	RBK Young Guns	120
Anatomy of an Offensive Possession	30	Minnesota Timberwolves	76	Master the Draft	122
Offensive Plays Explained	31	New Jersey Nets	78	Top-25 Position Lists	122
Defensive Plays Explained	38	New Orleans Hornets	80	EA SPORTS™ Freestyle Superstars	124
Get Your Hands Dirty On Defense	40	New York Knicks	82	Top-25 Statistical Lists	125
		Orlando Magic	84		

Prima Games
A Division of Random House, Inc.

3000 Lava Ridge Court, Ste. 100
Roseville, CA 95661
1-800-733-3000
www.primagames.com

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

**NBA LIVE 06**

PRIMA OFFICIAL GAME GUIDE

NBA LIVE 06

NBA LIVE 06

OFFICIAL NBA LICENSE



The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States. Prima Games is a division of Random House, Inc.

© 2005 Electronic Arts Inc. Electronic Arts, EA, EA SPORTS and the EA SPORTS logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All Rights Reserved. The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual properties of NBA Properties, Inc. and the respective NBA member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 2005 NBA Properties, Inc. All Rights Reserved. All other trademarks are the property of their respective owners. EA SPORTS™ is an Electronic Arts™ brand.

No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Electronic Arts Inc.

Product Manager: Jill Hinckley

Editor: Alaina Yee

Please be advised that the ESRB Ratings icons, "EC", "E", "E10+", "T", "M", "AO", and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB, please visit www.esrb.org. For permission to use the Ratings icons, please contact the ESA at esrblicenseinfo.com.

Important:

Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 0-7615-5149-2

Library of Congress Catalog Card Number: 2005906404

Introduction

The NBA has transformed itself over time, morphing from a stately game of controlled possessions, low scores, and granny-style free throws to the fast-paced aerial circus of today. *NBA LIVE* has changed too; dig a little under the surface and you'll see that the franchise is constantly reinventing itself.

NBA LIVE 06 introduces EA SPORTS™ Freestyle Superstars—top-flight players with access to fancy moves unavailable to mere NBA mortals. There are several Superstar types, each with his own array of dazzling (and potent) Superstar-only moves. The EA SPORTS™ Freestyle Superstars mechanic adds another layer to an already-deep game.

Fortunately, you're holding the ultimate reference to *NBA LIVE 06*. Consider it your guide down the path to NBA greatness. From exhibition games to the decade-spanning challenge of Dynasty Mode™, from one-on-one duels to the spectacle that is the Slam Dunk Contest, this book gets you started on the long road to sustained success.

We start out with an overview of every major game mode—no simple task, considering the wealth of options.

Next is a comprehensive look at in-game commands, from standard moves to Superstar tricks to the elaborate airborne dance of the Slam Dunk Contest.

After that are pro tips: recommendations, suggestions, and formulas for success in any game mode.

Complete team rosters, evaluations, and player stats come next. You'll find tips on how to win with each team—and how to beat that team too.

Finally, we cap it off with a series of "best of" lists, showing you which players are the tops at each position and statistical category. This chapter is an invaluable resource, whether you're conducting a fantasy draft or simply trying to swing an advantageous trade.

Everything you need for *NBA LIVE 06* dominance is right here at your fingertips—so lace up those high-top, crack open the playbook, and douse yourself with your favorite sports beverage. It's game time.

Acknowledgments

Thanks to Jeffrey Antwi at EA for helping to make this book happen.

Game Modes

There are multiple ways to play *NBA LIVE 06*, and we cover each one in the following pages. We give you the lowdown on everything from Play Now, which lets you jump in and play an instant game, to Dynasty Mode, which puts you at the helm of a franchise through multiple decades.

Play Now



Play Now lets you leap into the game and play immediately, without worrying about rosters, training, or anything but the game itself. In Play Now, one or several players match up against each other or against the CPU.



After picking teams, you get to select each team's jersey. A screen then appears in which you can adjust the following options:

Skill Level: Choose between Rookie, Starter, All-Star, or Superstar. Skill level determines the toughness of CPU opposition.

Quarter Length: From 2 to 12 minutes.

Arena: Pick any arena to play in.

Camera View: Choose how you'll view the action.



TIP

You can pop into the Settings menu from this screen, and adjust game speed, free-throw difficulty, which rules are enforced, and so on.

Now it's time to play the game. Good luck! Check out the next chapter for tips on controlling the action.

Play Online



Select Game Modes to access *NBA LIVE 06*'s diverse gameplay options. The first option under Game Modes allows Xbox® and PlayStation® 2 players to play *NBA LIVE 06* online.

You'll need an Internet connection to access this mode. Xbox gamers also need a subscription to Xbox Live, while PlayStation 2 gamers need a network adapter and an 8 MB memory card.

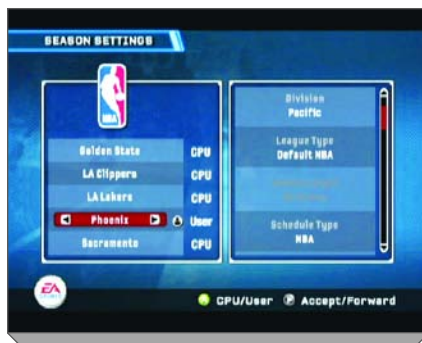
When you're online, you can challenge players across the globe. We recommend that you hone your skills in single-player modes before hopping online. Don't say we didn't warn you!

Season Mode



Season mode gives you complete control of an NBA team for an entire season.

You can either play or simulate each game in the season. If you play, you take direct control of your team and play the entire game. If you simulate, the AI crunches numbers and simulates the results, eventually coming up with a final score. Simulating is a good way to quickly move through parts of the season you don't want to bother with.



The following is a list of settings you can adjust when you start a new season:

Division: Choose your team's division. NBA divisions include the Atlantic, Central, Northwest, Pacific, Southeast, and Southwest.

League Type: Choose Default NBA or Custom. Custom allows you to build a custom division that contains any teams you want. Default NBA ensures that your team will play in its usual division.

Season Length: Choose 29, 58, or 82 games.

Schedule Type: Play a random schedule or the actual 2005–06 NBA schedule.

Fantasy Draft: This is a big decision. Disable this option to allow every team to start out with its real-life player roster. Enable this option to throw every NBA player into a giant draft, then hand-build your team from the ground up.

Simulation Injuries: If enabled, players can become injured while you're simulating games.

Injury Notify: If enabled, you're informed (and allowed to check the roster) whenever a player becomes injured.

Sim Quarter Length: Determines how long the quarters are in simulated games.

Playoff Length: Number of games required to win a playoff series. For example, 7-7-7-7 means each playoff series is a "Best of Seven."

Switch Teams: Determines whether you can switch sides and take control of the other team in a season game. Disable this for maximum realism.

Modify CPU Rosters: If enabled, you can tinker with other teams' rosters. Leave this disabled for maximum realism.

Trade Restrictions: If enabled, prevents you from making ridiculous trades (for example, trading a bench warmer for Dwyane Wade). Leave this on for a more realistic season.

Trade Deadline: The NBA imposes a moratorium on trades after a certain date. Enable to make this happen in the game as well.

CPU Initiated Trades: If enabled, opposing GMs will make you trade offers.

Simulation Type: Set this to Intervention to take control of a simulated game. Perfect for salvaging a simulated game that's going south.

Schedule



The schedule lets you see upcoming games. Select the next game on the roster to either play it manually or simulate it.

TIP

To blaze through a big chunk of the schedule, select a game way off in the future. You can now tell the CPU to simulate all the games up to (and including) the one you picked.

Roster Management



You have several options in Roster Management:

Reorder Rosters: Shuffles a team's starting lineup and backup order. For example, if your starting center isn't doing well, yank him out and install a backup into his slot.

Trade Players: Attempt a trade with another team. If Trade Restrictions are enabled, you must make a *reasonable* offer if you hope to swing a trade; the opposing GM won't hand over Shaq in exchange for your twelfth man. If Trade Restrictions are disabled, on the other hand, the only limit is the amount of space available on your roster.

NOTE

You don't have to worry about contracts and salary caps in Season mode. That's only a consideration in Dynasty Mode.

Sign/Release Players: Lets you dump unwanted players and snatch up free agents. Salary isn't a concern in Season mode, so you can drop players and add free agents without much restriction.

Edit Player: Lets you tinker with players' appearance and ratings. To keep the game "pure," don't adjust player ratings too much.

Injury Report: Lets you see who's injured on every team in the league. A progress bar shows the amount of time left to recover from each injury. A Red Cross icon means the player is incapable of playing until healed, whereas a Bandage icon means he's hurt (which affects his stats) but still capable of playing.

GM's Desk



The GM's desk gives access to a feast of information:

Stats Central: Lets you see stats on players, teams, and league leaders; also has lists of tasks that will score you NBA Store Points.

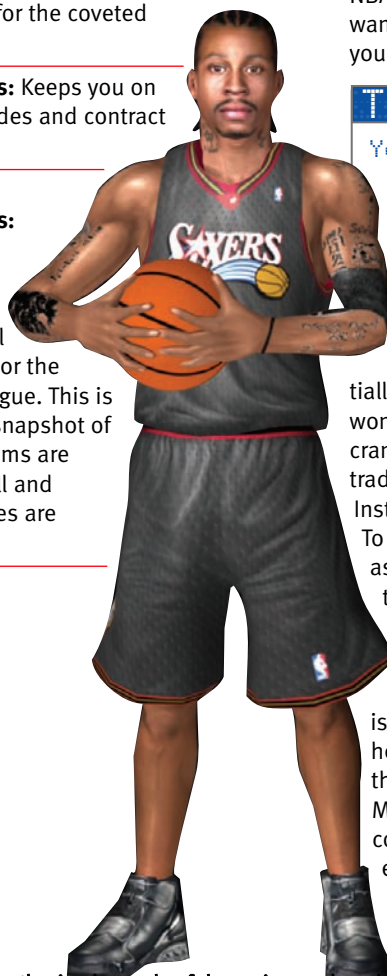
Players of the Month: Shows you who's hot this month.

Matchup Review: Lets you peruse each team's schedule and win/loss information.

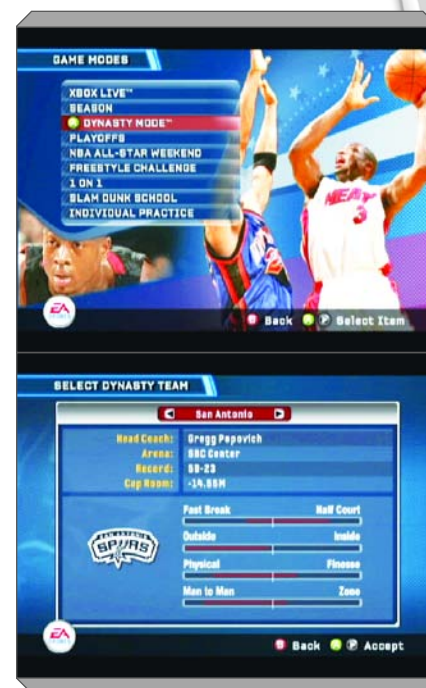
MVP Candidates: Shows you who's in the hunt for the coveted award.

NBA News: Keeps you on top of trades and contract signings.

Season Standings: Shows standings for individual divisions or the entire league. This is a useful snapshot of which teams are doing well and which ones are faltering.



Dynasty Mode



Dynasty Mode puts you in charge of a team and gives you 25 years to win an NBA Championship. Of course, you'll want to reach the top a lot faster—and you will, with help from this guide.

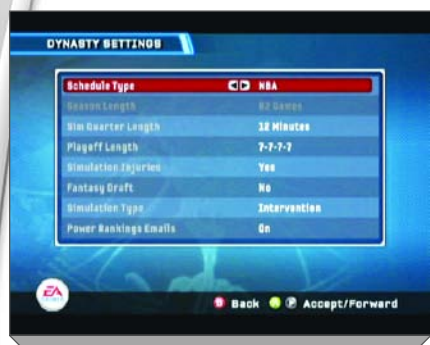
TIP

You can be fired if you do a bad enough job—that 25-year timeframe is just a guideline, not a guarantee!

Dynasty Mode is longer than Season mode, and it's substantially more demanding. Dynasty Mode won't let you do any "cheap" stuff, like cranking up your players' ratings or trading your scrubs for superstars. Instead, your trades must be realistic. To improve your current players, hire assistant coaches and assign them to various tasks throughout the season.

Player contracts and salary cap concerns, which aren't an issue in Season mode, factor heavily in Dynasty Mode. All things considered, Dynasty Mode provides a much more complex—and rewarding—experience.

Here are the settings you can adjust when you first start Dynasty Mode:



NOTE

You have fewer options at the start of Dynasty Mode than in Season mode. That's because Dynasty Mode doesn't permit features that give you unfair advantages or unrealistic control over other teams.

Schedule Type: Play a random schedule or the actual 2005–06 NBA schedule.

Season Length: Choose 29, 58, or 82 games.

Sim Quarter Length: Determines how long the quarters are in simulated games.

Playoff Length: Number of games required to win a playoff series. For example, 7-7-7-7 means each playoff series is a "Best of Seven."

Simulation Injuries: If enabled, players can become injured while you're simulating games.

Fantasy Draft: Disable this option to allow every team to start out with its real-life player roster. Enable this option to throw every NBA player into a giant draft, then hand-build your team from the ground up.

Simulation Type: Set this to Intervention to take control of a simulated game.

Power Rankings E-mails: Enable this to receive periodic in-game e-mails ranking the hottest teams in the league, based on current performance.

The Off-Season

Dynasty Mode starts late in the off-season. Begin your first off-season by hiring staff. After you have a staff in place, your off-seasons will start with the Draft Lottery and Rookie Scouting.

Draft Lottery



Your first Dynasty Mode season starts *after* the draft is completed, so you won't draft players your first year. Your roster already contains the players selected in the 2005 NBA draft.

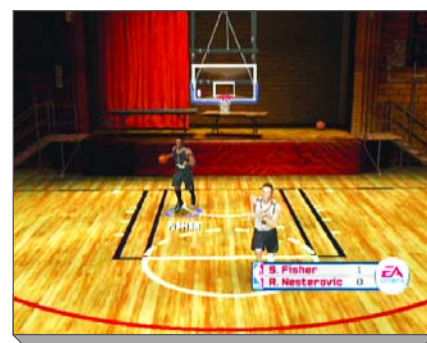
In the second season, you experience your first draft, which begins with the Draft Lottery.

The Draft Lottery is simply the day when draft order is determined. Draft order is based on team record and a little bit of luck; the teams with the worst records are assigned the best odds to win one of the top "lottery" picks. Just watch the lottery and see where your team gets to pick.

Rookie-Scouting Period



After the Draft Lottery, you get a week in which to scout for rookies.



Each day you may select a rookie and bring him in for a one-on-one game against one of your current players. You may play as either the rookie or as your veteran, or you may simply watch the AI handle both players. (You can also simulate these days, which basically allows you to ignore them.)

Re-signing Period



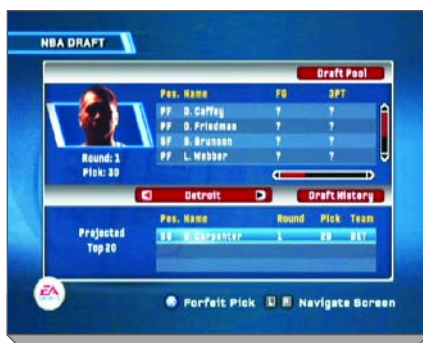
After the rookie-scouting week, you have two weeks in which to re-sign your own players.

Each of your players has a preferred salary and contract length. You can usually re-sign a player by offering a contract of his desired length and salary, though you can take a chance and make a lowball offer if you want to clear up some salary cap space.

After you re-sign all the players you're interested in, you can breeze through the rest of this period and attend the draft.

NBA Draft

Your information in the draft is limited and is based on the scouting you did last season and on the one-on-one sessions from the rookie-scouting period. If you neglected your scouting, you won't have much to go on!



TIP

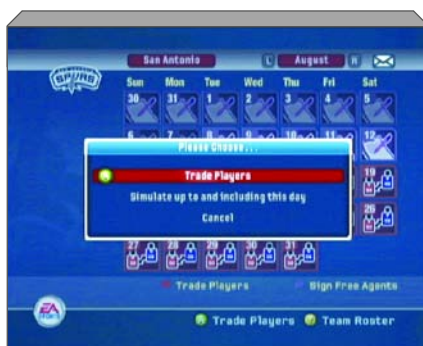
Players are listed in their projected draft order, so if you're low on information, pick a player near the list's top. Try to get someone who fills a need in your club—or, just take the best available player, with the intention of trading him.

Free-Agent Signing



After the draft, there are a few weeks in which to sign free agents. These veteran players usually demand high salaries, but if they fill a need in your club, they can definitely be worth it. Submit offers to the free agents you're most interested in, then blast through the remainder of this period.

Player-Trading Period



Next comes a month or so in which you may trade players. Propose any deals that you think will benefit your club. Remember that salary cap is an issue, so consider making trades that free up more cap room for the future.

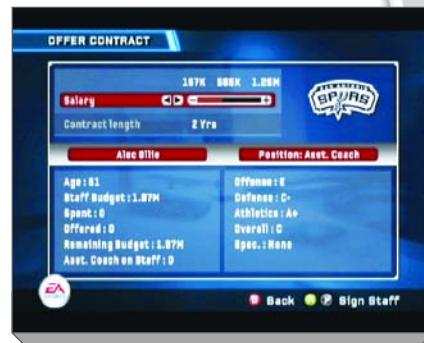
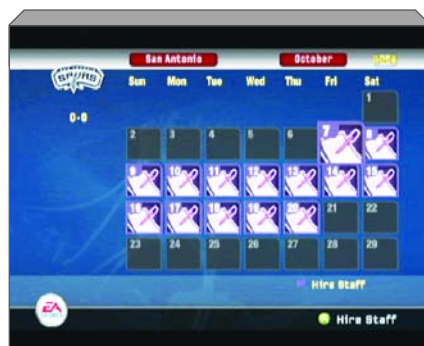
TIP

A typical cap-clearing strategy is to trade a high-salary player with a long-term contract for another high-salary player with only one year left. You get the new player's services for one year, at which time his contract ends and his salary comes off the books. You can then re-sign him if he's worth it or simply let him go, freeing up cash to lure in a prized free agent.

TIP

Don't blast through the player-trading period all at once. Stop and periodically check your PDA. That way you won't miss trade offers from other teams.

Hire Staff



During your first season as the team's head, you won't go through everything we just mentioned. Instead, you start out at the point where you hire a staff.

You can have five staff members, but at minimum you need an assistant coach, a trainer, and a scout.

Your budget is limited, so you can't just grab the best of each position and be done with it. Instead, you must decide which position gets priority.

TIP

You don't need to hire five staff members the first year. One of each type is perfectly acceptable.

Training Camp



Training camp gives you time to put your assistant coach to work. During this period, the coach trains the entire team's offensive and defensive skills, athleticism, or some mix of these. Use sliders to adjust the amount of time spent on each skill area. When you're satisfied with the distribution, let the training camp play out. Then check your PDA for e-mails about which players have improved and in what areas.



OFFICIAL NBA LICENSE

NOTE

You can also simulate the training camp. This allows the assistant coach to decide for himself what mix of skills to teach the players.

Dynasty Central



After you complete training camp, it's time to start the season. Your command center for the regular season is located in the Dynasty Central menu. From here, you'll manage every aspect of your team.



Schedule



The schedule shows the dates of upcoming games. You can also scroll back through the months and check the scores of previous games.



You can either play or simulate each game. You can even select a date in the future and simulate every game up until that date. However, it's not wise to simulate too much time at once in Dynasty Mode. If you skip over several weeks at a time, you miss important PDA messages.

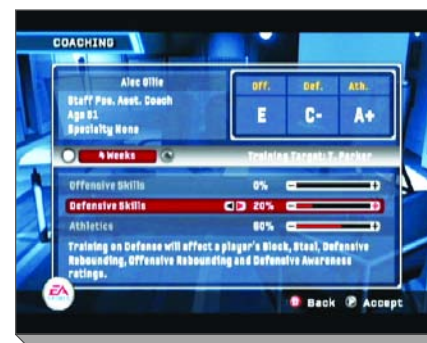
Also, you must constantly reassign new tasks to your assistant coaches, scouts, and trainers. If you blast through months at a time, you leave your staff twiddling their thumbs for at least part of the time. That's valuable training, scouting, and healing time that you can't get back!

GM's Desk

You have several options from the GM's Desk. The first option, Team Staff, leads to several submenus:



View Staff: Lets you review your staff and that of every other team.



Coaching: Lets you put your assistant coach to work. Select a player to work with, assign a number of weeks to work with that player (between one and four), and select the mix of offensive, defensive, or athletic skills to work on. When you accept the training program, your assistant coach starts training that player for the selected number of weeks.

TIP

It's critical to keep your assistant coach (or coaches) busy nonstop. There's no reason for them to be idle for even a day when they could be improving your players!



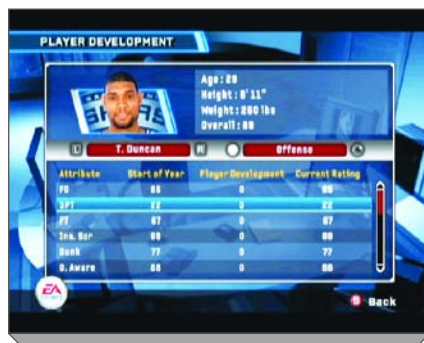
Trainers: Lets you assign trainers to work on injured players. If you currently have no injuries, the trainers don't need to be assigned a task.



Scouting: This is where you put your scouts to work. You can scout your next opponent to see how they play, but the main task here is to send your scout on trips to gather info on the top players of the next draft. Draft picks are listed in their projected order; pick a recruit that interests you, select an area to scout (offensive, defensive, or athletics), then send out the scout to retrieve valuable information.

TIP

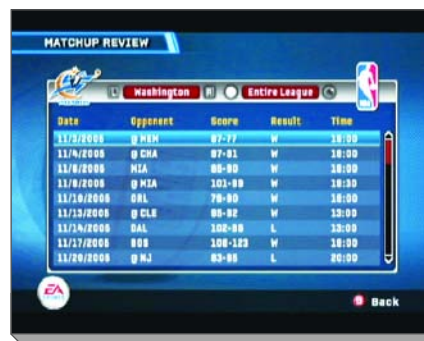
When scouting, you can't immediately do anything with the information. Just keep plugging away, though. The hard work pays off in the next NBA draft.



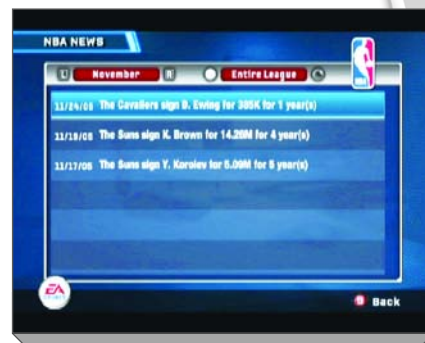
Player Development: This is a record of how much your players have improved their skills this year. Use it to review the effectiveness of your assistant coach's training sessions.



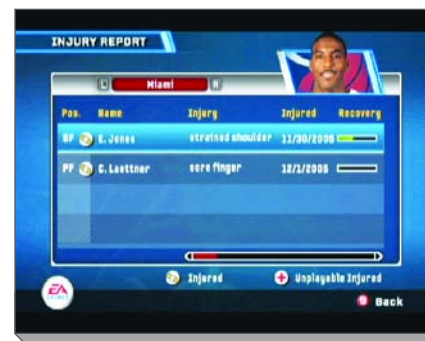
Player Contracts: Shows the salary, skill, age, and remaining contract years for every player on your team. You can also review other teams' players. This is a good place to get an overview of who you're paying, how much, and for how long.



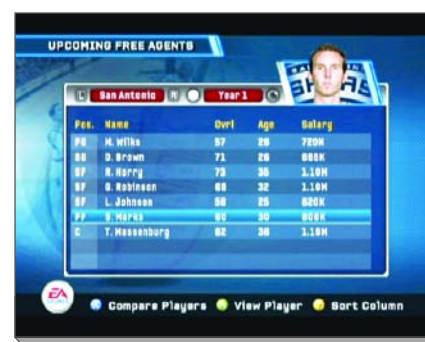
Matchup Review: Lets you see how a team has fared against other teams this season.



NBA News: Provides tidbits that may be of interest, such as player signings and coaching moves.



Injury Report: Shows who's injured in the league. You can see who's out, who's still playing, and roughly how far along each player is in the recovery process.



Upcoming Free Agents: Provides a team-by-team look at players whose contracts are expiring. Scroll through the years to see who's going to be free next year or beyond.

OFFICIAL NBA LICENSE



GM History: Provides stats for each season you've been GM, showing your wins and losses, season ranking, and team awards won that season. It also shows GM rating—a number reflecting your overall job performance. You'd better hope it's a positive number!

Roster Management

You can tweak your team using the Roster Management menu.



Reorder Rosters: Lets you move players in or out of the starting lineup and rearrange the order of the backups. This determines who gets playing time in your games.



Trade Players: Lets you wheel and deal. The other GMs are all looking for an advantage, too, so don't expect any gifts!



Sign Free Agents: Lets you pick up free agents who are still floating around the market when the season is underway.



Release Player: Lets you dump a player. Remember that the player's salary continues to count against the cap until his salary would have run out—this is *not* an easy way to clear salary cap room. Instead, it makes room on your roster for a player who's worth more to you than the guy you're cutting.



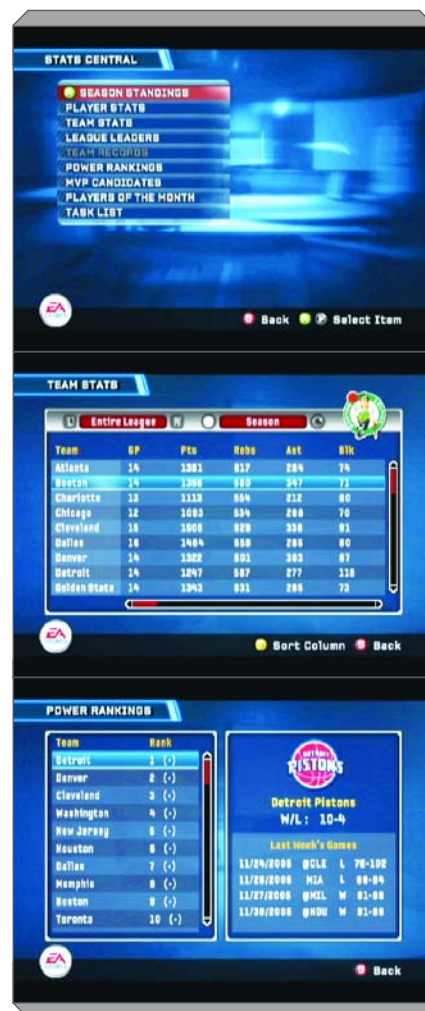
Edit Player: Lets you tinker with a player's gear. You can also change his jersey number and reassign him a different primary or secondary position.

TIP

Unlike in Season mode, you can't edit players' stats in Dynasty Mode. The best reasons to edit a player in Dynasty Mode are to change the player's position or to alter the player's gear so he stands out on the court.

Injury Report: Provides the same injury information that's available from the GM's desk.

Stats Central



Stats Central lets you examine stats of every description. You can check out individual players, teams, league leaders in different categories, team records, power rankings, and more.

You can also access the Task List, which lets you see the player, team, and season tasks that earn you NBA Store Points.

PDA



The PDA is where you check e-mail. There are several in-boxes, each containing an e-mail from a different source. In-boxes include the team owner, medical staff, coaching staff, contract negotiations, scouting staff, league office, and general NBA team news.

Check your PDA frequently. Some e-mail, like power rankings or general notes from around the league, you can safely ignore. Read other messages, like trade offers or suggestions from the team owner, as quickly as possible!

TIP

The owner gets annoyed if you don't read his e-mails promptly—and an angry owner is definitely not healthy for your job security!

My NBA LIVE

My NBA LIVE lets you customize your experience. Here are the most important options:



NBA Store: Here you buy shoes and gear with earned NBA Store Points.



EA SPORTS™ Hall of Fame: Shows you player and team awards, the record book, and retired jerseys.

NOTE

When the game starts, there are no retired jerseys. Whenever a player in the league retires, though, his team can retire his jersey. Since retirement happens in the off-season, you won't retire jerseys until the start of your second year.



NBA Codes: Lets you enter secret codes.



Jukebox: Allows you to select which songs play on the soundtrack.

Begin Playoffs/Off-Season



At the regular season's close, you get the opportunity to move ahead to the playoffs.



If your team made the playoffs, you can play or simulate the games, all the way to the NBA Championship. If you missed the playoffs, you can only simulate the games and stare enviously at the winner.

After the playoffs, you enter the off-season. Select the Off-Season option to start the next year and hopefully improve your team's fortunes.



Playoffs



If you want to skip the regular season and hop right into the postseason, select Playoffs from the Game Modes menu.

NOTE

Think of the Playoffs mode as a shortened version of the Season mode—don't worry about player salaries or coaches.

12

You decide which teams compete in the playoffs. You can control more than one team if you want, and you can adjust many aspects of the games (series length, quarter length, and more).



You can also do a fantasy draft right before the playoffs, custom-building the team that you'll hopefully lead to the finals.

NBA All-Star Weekend



The NBA All-Star Weekend features four events: the Rookie Challenge, 3 Point Shootout, Slam Dunk Contest, and NBA All-Star Game.

Rookie Challenge



The Rookie Challenge is a full-length exhibition game that pits this year's best

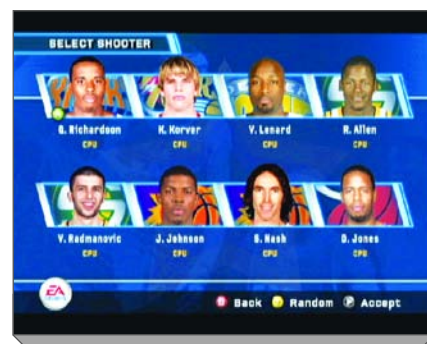
rookies against last year's best rookies (also known as the "sophomores").

Rookie Challenges play much like a typical Play Now game, except for the unusual team matchups. Expect more speed and dunking, and less defense, than in a typical regular-season game.

TIP

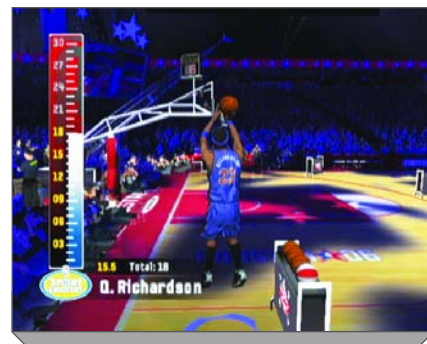
The rookies are at a slight disadvantage, since they lack the year's NBA experience their elders possess. Still, by concentrating on high-flying offense and long-range gunnery, you can lead the rookies to victory.

3 Point Shootout



The 3 Point Shootout is a battle of the league's best three-point gunners. You can select the competing players or simply accept the default competitors.

The shootout takes place over multiple rounds. In each round, players advance from one rack of balls to the next, shooting every ball from a rack before moving on.



Each successful shot gives the player one point. However, the final ball in each rack, a striped "money ball," counts for two points.

During the 3 Point Shootout, you have four shooting buttons, a button to pick up the next ball, and a button to change the camera angle. It does not matter which shooting button you use; what matters most is where you release the ball. Each player has a slightly different release point.

TIP

Study where your player releases the ball when they make a shot; this way, you'll learn where to release in order to consistently bury shots. For example, many players do best when releasing the ball at the top of their jump.

Slam Dunk Contest

The Slam Dunk Contest allows you to show off the specialized dunking skills

you mastered in Slam Dunk School. You *did* attend Slam Dunk School, didn't you?

You may select custom dunkers or accept the default players. Set any player to CPU control or assign them to a controller so you or your friends can control his dunks.



Dunks are judged on a 10-point scale by five judges, so the maximum score is 50. In early rounds, the competitors with the best scores move on to the next round; in the final round, the competitor with the best score wins it all.

Your dunks are timed, so don't stand around too long. Depending on the rules you selected, you may be able to "do over" missed dunks.

NBA All-Star Game

This game pits east vs. west in a battle for bragging rights. It plays out like a regular-season game, except that everyone on the court is phenomenally talented—and there's a definite tendency toward high-flying, spectacular offense.

This is your chance to take control of the best players in the game and see what you can do against the best possible competition.

Freestyle Challenge

The Freestyle Challenge is a split-screen duel between two human players or between a human and a CPU player. The Slam Dunk Showdown and the 3 Point Showdown are the two Freestyle Challenge events.

3 Point Showdown

OFFICIAL NBA LICENSE

The 3 Point Showdown is just like the All-Star Game's 3 Point Shootout, with one big exception: the 3 Point Showdown pits two players head-to-head in a split-screen view. They shoot their 3s simultaneously, and the player with the most points at the end wins.

TIP

Try to resist peeking at the other player while you're shooting. It only distracts you and throws off your shots!

The only setting you can adjust is the skill level, which affects the shooting ability of CPU opponents.

Slam Dunk Showdown

The Slam Dunk Showdown is a split-screen, two-player variant of the All-Star Game's Slam Dunk Contest. Two humans can duke it out, or a human can play against a CPU opponent.

NOTE

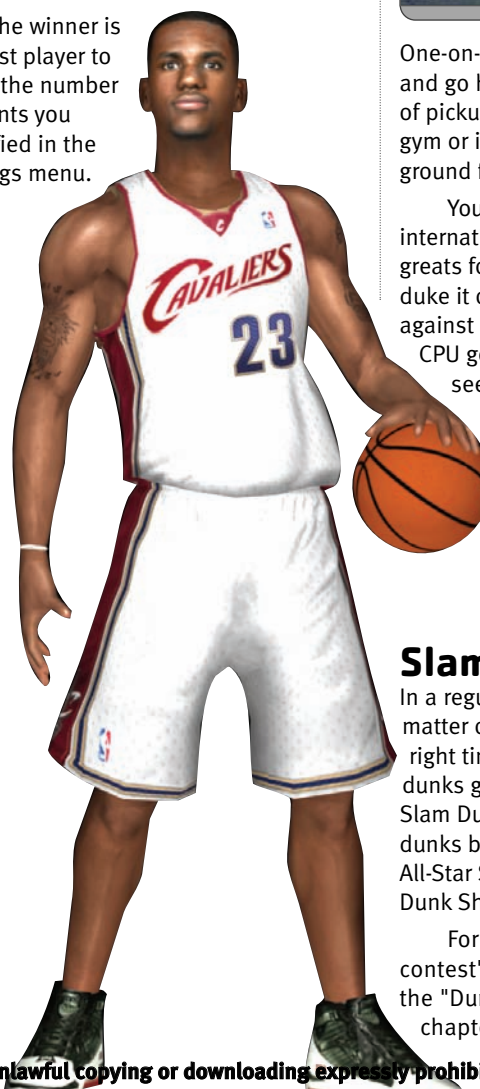
Not every player in the league can participate in the Slam Dunk Showdown. Some players just can't muster enough dunking skill (or height!). Don't be surprised when you can't enter 5'5" Earl Boykins in the contest!

When the Showdown begins, each player can start dunking. Unlike in the All-Star Slam Dunk Contest, there are no rounds. The contestants are free to keep dunking nonstop.

Points are awarded for dunks—the better the dunk, the more points you get. There's an occasional "money ball" that awards double points for a successful dunk.

Points are deducted for botched dunks and for repeated dunks—so don't do the same dunk twice.

The winner is the first player to reach the number of points you specified in the Settings menu.

**One-on-One**

One-on-One lets you select two players and go head-to-head in an intense game of pickup. Choose to play in a practice gym or in an urban setting for that playground feel.

You can select current NBA players, international all-stars, and even past greats for this event. Two players can duke it out, or one player can play against the CPU. You can even let the CPU go head-to-head against itself and see what happens.

Depending on how "street" you want the game to be, you can enable or disable rules such as the shot clock, out of bounds, traveling, or goaltending.

Slam Dunk School

In a regular game, dunking is a simple matter of pressing the right button at the right time. In a dunk contest, however, dunks get a lot more complicated. At Slam Dunk School, you practice your dunks before dueling other players in the All-Star Slam Dunk Contest or in the Slam Dunk Showdown.

For a complete guide to the dunk contest's moves and techniques, see the "Dunk Contest" section of the next chapter.

Beginner Practice



Select Beginner Practice to dunk on a court that has a takeoff zone marked in gray and pop-up help tips geared toward learning the fine art of dunking. Read the tips for suggestions whenever you make a mistake.

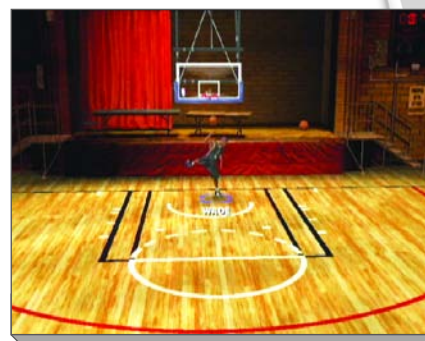
Alley-Oop Practice



Select Alley-Oop Practice to dunk on a court that has a marked takeoff zone and pop-up tips geared toward helping you master alley-oop dunks.

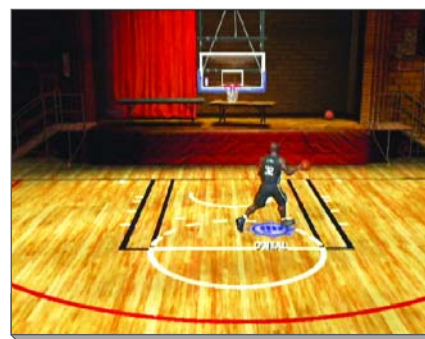
You'll probably want to spend some time here, since alley-oop dunks are much harder than basic dunks.

Advanced Practice



Select Advanced Practice to dunk on a court with no special markings and no advice. Since you won't receive any special feedback or advice, this is the best option after you master all the basics, know what you're trying to accomplish, and can diagnose your own mistakes without the CPU telling you what went wrong. In short, this is the best practice venue for the experienced dunker.

Individual Practice



Select Individual Practice if you want to practice your moves without the distraction of an opponent. Select any player you like and put him through his paces on the practice court. This is the perfect venue for figuring out how your player reacts to different combinations of button presses.

Roster Updates



The final item we discuss is the Main menu's Roster Updates selection. The most important things you do here are creating new players and managing rosters.



There are no restrictions on who you can trade for whom, who you can cut, and so forth. So, if you want to pack the Los Angeles Clippers with the league's best players, you can. If you want to turn the high-flying Spurs into a collection of underdogs, you can.

If you save these changes and carry them over to, say, Dynasty Mode, they will have a profound effect on the league's power structure. Depending on whether or not you want a realistic experience, this may or may not be what you want. So think carefully before tinkering with those rosters!



Finally, you can adjust EA SPORTS™ Freestyle Superstar type. For example, you can adjust Paul Pierce's Superstar status, toggling between inside scoring, outside scoring, and shooting. You pick which type of superstar he appears as in the game, and your options when controlling Paul Pierce change accordingly.

Create Player



The Create Player option allows you to add an entirely new player to the league. This could be a real player who's emerged from nowhere (and therefore isn't already represented in the game) or a fantasy player who you create for fun. You can alter every aspect of the new player, from physical characteristics (face and body) to gear (headbands, tattoos) to the miscellaneous (birth date, jersey number, team). When you're done, save the player and he appears in various game modes.

Roster Management

Roster Management provides a host of tools with which you can manipulate each team's roster. You can trade players or cut them, sign free agents, promote bench players to starters, or reset team rosters to their original, default settings.



Courtside Action

When you get past all the game modes and player trades, past the NBA Draft and the All-Star Weekend, you've still got to suit up, get on the court, and play the game. This chapter teaches you how to play the game and how to succeed in whatever game mode you're in.

Offense

Coaches preach defense, but at its heart, the NBA is a league of offense. Its Superstars are, for the most part, not defensive stoppers—they're prolific scorers. And when contract time rolls around, nothing helps inflate a salary like a hefty per-game scoring average.

Therefore, center much of your effort on improving your offensive game. If you can score lots of points, the rest often falls into place.

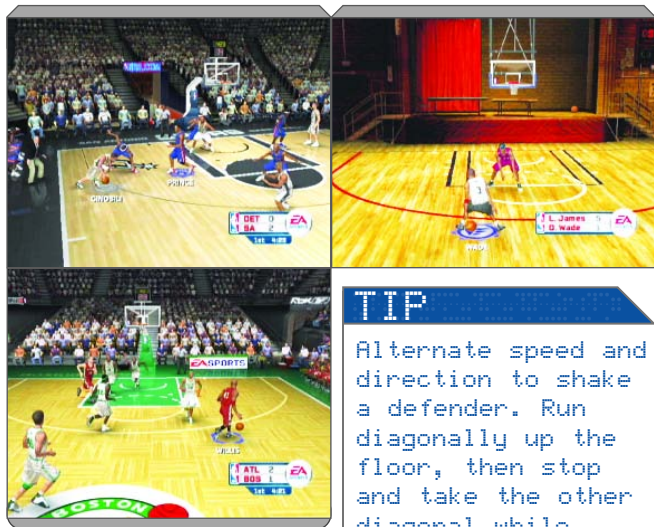
Movement

The left analog stick controls player movement. Hold down the Turbo button to increase your player's speed.

You must cross the half-court line within eight seconds, so don't dawdle back there.

Conversely, you can try using a full-court press to trap the opponent behind the time line (or force a turnover as he tries to move the ball up).

MOVE	PS2	Xbox	GameCube
Move player	left analog stick	Left Thumbstick	Analog stick
Turbo	Hold (R2)	Hold (R)	Hold (R)



TIP

Alternate speed and direction to shake a defender. Run diagonally up the floor, then stop and take the other diagonal while hitting turbo. This is often enough to shake you loose—at least for a couple seconds.

Dribbling

MOVE	PS2	Xbox	GameCube
Power dribble/pro hop	▲	Y	Y
Freestyle dribble moves	right analog stick	Right Thumbstick	C
Back down defender	right analog stick down	Hold (R)	Hold

Your player automatically dribbles as you move him around the court. But there are some special dribble moves you should know about too.

Power Dribble/Pro Hop

The Power Dribble/Pro Hop button does different things depending on whether your player is moving.

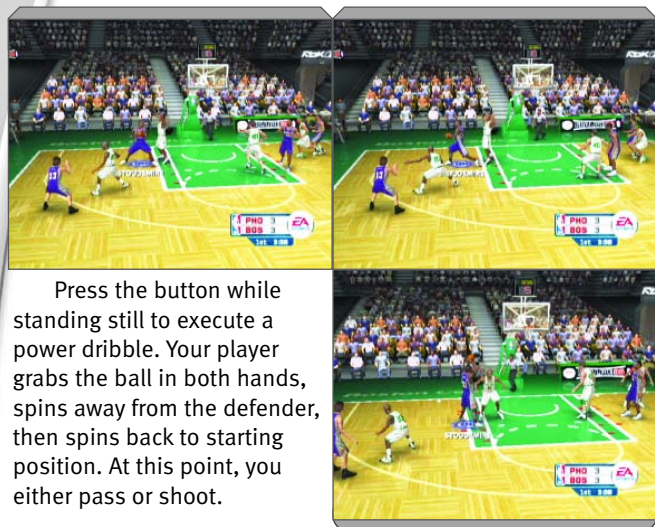


Tap this button while moving to make your player pro hop—your player takes the ball in both hands and leaps forward, landing in a coiled position on both feet, ready to spring up for a shot or for an unexpected pass.

TIP

The point of the pro hop is to quickly get a little closer to the basket (or farther from the defender) without losing the ball. It leaves the player in an excellent position to launch a shot.





Press the button while standing still to execute a power dribble. Your player grabs the ball in both hands, spins away from the defender, then spins back to starting position. At this point, you either pass or shoot.

TIP

The point of the power dribble is to fake out the defender, hopefully drawing him out of your way so you have an open shot. This move is often performed by a big man, close to the basket.

You resume your dribble at the end of both the pro hop and the power dribble, so be prepared to immediately fire a shot or a pass when you finish the move. If you hold the ball too long, you invite a turnover.

Freestyle Dribbles

Several fancy dribble moves are available if you use the EA SPORTS™ Freestyle Control. (For more information, see the "EA SPORTS™ Freestyle Control" section later in this chapter.)

Backing Down the Defender



If you've got a dominant post player on your team, he can often back down the defender.

To do this, hold down the right analog stick as you back into the defender. You're trying to move him toward the basket. Watch the defender's feet. If he fully plants his feet, you must stop or you might draw a charge. But if his feet are moving, you can keep pushing. The objective is to push him so close to the basket that you can dunk over him (or at least get a lay-up).

NOTE

Centers and power forwards are the most likely candidates to back down their defender, but big guards with a height or strength advantage can sometimes do this too.

Passing

MOVE	PS2	Xbox	GameCube
Standard pass	X	A	A
Give-and-go	Hold X	Hold A	Hold A
Direct pass	Hold L1	Hold B	Hold Z
Alley-oop pass	R1	WHT	Z



There are two basic ways of performing a pass. The first is to point the analog stick at your target and press the Pass button.

The second method is to press the Direct Pass button for a moment, then tap the button that corresponds to the player to whom you want to pass. This method takes a little longer—at least until you get used to it—but it offers finer control over where you're sending the ball.



TIP

In most cases, a standard pass works just fine. Direct passes are best in situations where two players are in roughly the same place and you need to specify which one the ball will go to.

Give-and-Go

A give-and-go happens when you pass the ball to another player, then get it right back. It's effective because you can often get free of your defender after passing, then take the open shot immediately after getting the ball back.



To give-and-go, press and hold the Pass button—only let it up when you're ready to get the ball back. Your teammate will immediately fire the ball back to you.

TIP

Be sure you're in a good position to receive the give-and-go pass. Your teammate will pass immediately when you let go of the button—even if you're heavily guarded. Be careful, or this could result in a turnover.

Alley-Oop Pass



Press the Alley-Oop Pass button to launch a lob pass toward the basket. If a teammate has an open path to the basket, he jumps up, catches the ball, and slams it home.

The key to a successful alley-oop is making sure that your teammate can reach the hoop. He should be somewhere near the lane when you lob the pass, and his defender should not be directly between him and the basket.

Inbound Passes

MOVE	PS2	Xbox	GameCube
Pass/call for pass	X	A	A
Switch to best 3 point shooter	D-button left	D-Pad left	Control Pad left
Switch to closest man to basket	D-button up	D-Pad up	Control Pad up
Switch to best free throw shooter	D-button right	D-Pad right	Control Pad right
Switch to best ball handler	D-button down	D-Pad down	Control Pad down
Call for screen	L2	L	L
Swim move	right analog stick up	↑	↑
Push off	right analog stick down	↓	↓
Fake out	right analog stick left or right	← or →	← or →

There's a whole set of special controls for inbounding the ball. Usually you can just tap the Pass button, but you'll improve your game if you learn these controls.

You can either control the passer or the receiver. Switch roles using the Off-Ball Switch button (explained in the next section).

Use the D-pad to select a pass receiver based on ability. Press left, for example, to highlight the best three-point shooter. This is useful when you're down by three at the end and must fire a last-second shot to tie the game. Or, press right to select the best free throw shooter if you're up by a few points and you know you'll be immediately fouled.

If you're controlling the receiver, use the right analog stick to get open. There's a swim move that lets you spin past a defender, a push-off move that clears some room, and a fake out that lets you blow right by the opposition.

Off-Ball Switch (And Related Moves)

MOVE	PS2	Xbox	GameCube
Off-ball switch	Click right analog stick	(R)	(Y)
Call for shot while off-ball	●	B	(X)
Call for pass while off-ball	X	A	A
Call for dunk/lay-up while off-ball	■	X	B
Call for screen while off-ball	L2	L	L



Sometimes you want to mix up the offense. You can do this by letting the CPU handle the guy with the ball, while you try to get open (or set a pick) with a different player. This is called an *off-ball switch*.

Hold the Off-Ball Switch button for a moment to bring up button icons above the other players. Press the desired button to switch to a particular player.

After you perform an off-ball switch, you're free to do whatever you want with your new player. Typically you'll want to get free, then call for a pass. Optionally, set a pick for the guy with the ball to spring him free; then, call for the ball if your defender abandons you.

Shooting

MOVE	PS2	Xbox	GameCube
Shoot (including threes)	●	B	X
Pump fake	Tap ●	Tap B	Tap X

To shoot, simply press the Shot button and release it at the apex of the player's jump. Several factors determine the shot's success:

▶ Distance (longer shots are harder; rarely should you shoot from very far behind the three-point line)

▶ Player's skill at that range (better shooters hit more often)

▶ Proximity of defenders (shots are more likely to go down if your shooter has lots of room)

▶ Timing (best if the release happens at the top of the jump)

Don't underestimate the effects of a player's shooting skill, the proximity of defenders, and other factors. It's easy to think your timing is the key to shooting, but those other things are incredibly important. No matter how well you time your release, you *will* be limited by the player's ability; if enough factors are stacked against you, the shot is likely to miss.

Pump Fakes

Tap the Shot button quickly—don't hold it—to pump fake. If the defender bites on the fake and jumps, time your shot so that you're on the way up as the defender is on his way down.

If the defender doesn't bite, you have three options: pump fake again, pass, or shoot anyway. Usually your best option is to pass, but if your defender has been lulled into complacency, you can often jack up a shot and he won't try to block it.



TIP

Standing around trying to repeatedly pump fake is a good way to get the ball taken away from you. So is waiting around after the pump fake, hoping your defender does something stupid. If your pump fake fails, get in the habit of passing.

Fadeaway Shots

Hold the left analog stick away from the basket as you shoot to make your player shoot a fadeaway shot. Fadeaway shots are extremely hard to block, since you're moving away from the defender.

Since fadeaway shots tend to be harder than standstill shots, don't take them gratuitously. If you're wide open, shoot a standstill shot instead.

Fadeaways are most successful from in close. Fadeaway threes are quite difficult to hit.



TIP

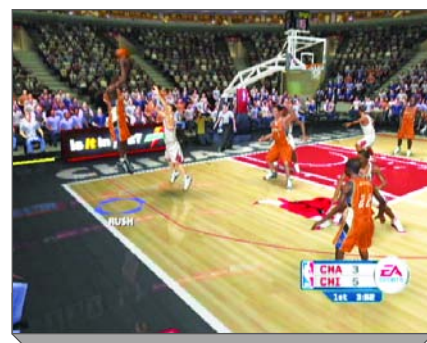
Fadeaway shots should not be the focal point of your offense. Save them for situations when the shot clock is running low, and you can't shake your defender with a pick or a speedy cut to the basket.

Three-Point Shots

The three-point shot may seem like any other long-range shot, save for the points scored. That's not true in *NBA LIVE 06*. Players have a separate stat for three-point shooting, and that stat has *no relation* to the player's regular shooting stat.

In other words, while some players are skilled at both regular shots and three-pointers, some players are great at short-range shots but abysmal from outside. An extreme example is Shaq: he's got great close-in-shot ability but has zero three-point ability.

So, never assume that a player can hit the three. Always review your players' three-point skills *before* the game, and get the ball into a skilled gunner's hands before bombing away from the outside.



Free Throws



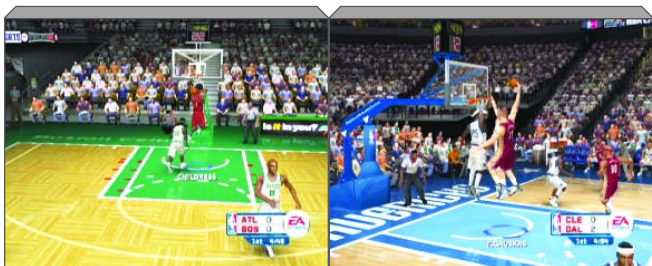
A free throw happens in two stages. First, an indicator moves from side to side. Tap any button when the indicator is squarely over the basket's center.

Second, an indicator moves up and down. Tap any button when the indicator is at the top of the white rectangle above the basket.

The indicators' speed is determined by the player's free throw skill. Good shooters have slow-moving indicators, so you'll have an easy time hitting shots. With poor free throw shooters, you may have a bit of an adventure.

Lay-ups & Dunks

MOVE	PS2	Xbox	GameCube
Lay-up or dunk	■	X	(B)
Alter shot	■, ■	X, X	(B), (B)



The same button handles both lay-ups and dunks.

If you're close to the basket, have an open lane, and your player is capable of dunking, your player will probably dunk when you press the Dunk button.



On the other hand, if you're too far away or your player isn't particularly tall (or athletic), you're more likely to get a lay-up.

If you're quite far from the basket—nowhere close to the paint—you should shoot instead!

NOTE

Pressing the Lay-up button from far away results in a shot, but it isn't a pretty shot. The chances of it going in are much less than if you had used the proper shooting button.

You can start your lay-up or dunk from slightly farther away than usual if you're running toward the basket at the time.

Lay-ups and dunks are the easiest points to score, except perhaps for free throws. Learn to use this move as much as possible.

TIP

Tap the Lay-up/Dunk button a second time to alter your lay-up or to convert your dunk to a lay-up. This is useful when a big defender is approaching and you suspect they'll block if you don't make a change.

Offensive Rebounding & Tip-Ins

MOVE	PS2	Xbox	GameCube
Rebound	▲	Y	(Y)
Tip-in	(SELECT)	B	(X)
Tip dunk	■	X	(B)

When the ball comes off the rim, it's a matter of who wants it most—and who's in the best position to get it.

Standard Rebound

If the rebound is midrange or long, your best bet is to press the Rebound button and jump for it. Don't just press the button the instant the ball hits the rim. Instead, watch where it's going, get your player in position, *then* jump. Jumping prematurely leaves you flat-footed (and looking foolish) when the ball finally does come down.



TIP

Hold down the right analog stick to "box out" an opponent who's trying to sneak around you for a rebound.

Tip-In



If it's a short rebound, tip the ball in by going up with the Shot button instead of with the Rebound button. If you're properly positioned, your player tips the ball into the basket. This is your best option when going up for a short rebound with a not-so-tall or not-so-athletic player.

Tip Dunk



Press the Lay-up/Dunk button to slam a short rebound right back into the basket. This is your best option when grabbing a very short rebound with a tall, athletic player.

Quick Plays/Offensive Plays

MOVE	Command
Isolation	Tap D-pad right
Post up	Tap D-pad left
Pick-and-roll	Tap D-pad up
Pick-and-pop	Tap D-pad down
Call preselected play	Double-tap any direction
See play-calling zones	Click & hold right analog stick (PS2), Ⓡ (Xbox), Z (GC)

You can call one of four quick plays or four selectable plays whenever you control the ball. Quick plays are single button taps; selectable plays are double-taps.

Isolation

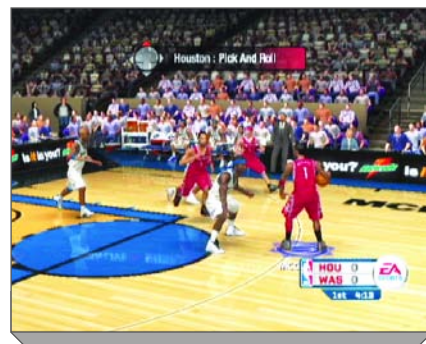


When you call an isolation play, you're essentially telling your teammates: "Get out of the way. I'm doing this all on my own." They clear out, leaving a relatively empty space so that you can take on your defender one-on-one.

After your teammates clear out, you must use some individual skills to get free. You'll often use the EA SPORTS™ Freestyle Control to fake out your defender, leaving him behind as you drive the lane (or leaving him flat-footed as you rise up for a jump shot).

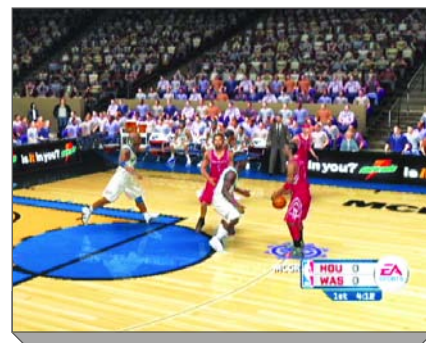
Pick-and-Roll

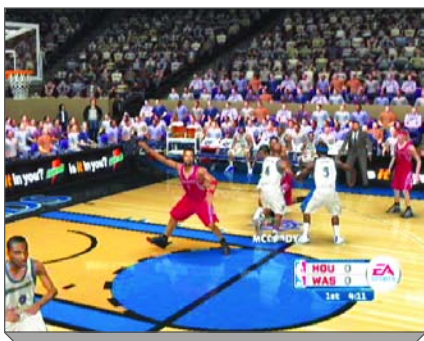
When you call for a pick-and-roll, your teammate comes up to you and sets a pick. Basically, he just stands still and acts like a big obstacle.



You now want to dribble right past him. It's important to run *close* to him—don't leave any space between the two of you.

If you do it correctly, sometimes your defender runs into your teammate and is "picked" off, leaving you wide open for a dunk, a lay-up, or an easy jump shot.





If your teammate's defender sees what's happening, he switches onto you instead. In that case, the teammate who set the pick will "roll" to the basket and put up his hand to let you know he's open. Pass him the ball for an easy shot.

Post Up



When you call a post up, one of your low post players (typically a center or power forward) gets in or near the paint with his back to the basket and raises his hand to signal that he's ready for a pass.



Pass him the ball. At this point you can back down the defender, use a power dribble, use a freestyle move, or do whatever is necessary to get an easy shot.

If these options don't work, you can kick the ball out and hopefully get an open shot from the perimeter.

Pick-and-Pop



Pick-and-pop is a lot like pick-and-roll. Your teammate comes up and sets a pick, which you may use to try to shake your defender.



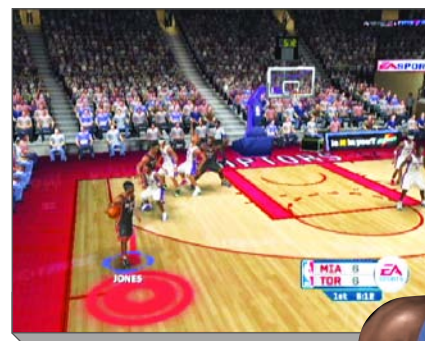
After setting the pick, your teammate does not necessarily roll to the basket, as he would in a pick-and-roll. Instead, he tries to get open so you can pass him the ball, and he can take an uncontested shot.

Preselected Plays



Choose your preselected plays from your playbook. Access the playbook from the Pause menu during any game.

There are a wide variety of plays; customize your offense by assigning your four favorite plays to your team. Then you can call these plays at any time.



After calling a play, the other four players move to their predetermined positions. Press and hold the Zones button to see a highlighted spot on the floor (sometimes with an arrow); this tells you where you must go to set the play in motion.

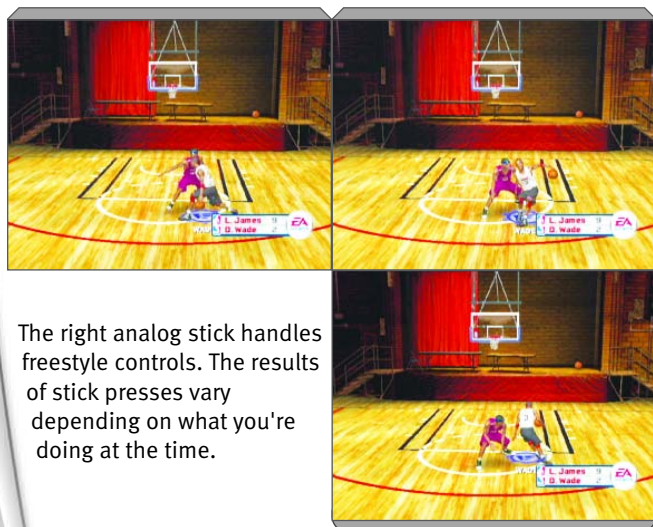
The next chapter takes a closer look at every offensive play in the game.





EA SPORTS™ Freestyle Control (Offense)

Player State	Move	Stick Position
Moving dribble	Spin move	Up
	Double between the legs	Down
	Post up (back to basket)	Down (hold)
	Crossover dribble/hesitation move	Left or right
Standing dribble	Behind the back	Up
	Step back	Down
	Post up	Down (hold)
	Between the legs crossover	Left/right (hold for multiple)
Backpedaling dribble	Jab step forward	Up
	Post up	Down
Triple threat (holding ball facing basket)	Show ball forward	Up
	Transition to post stance	Up (tap)
	Step back dribble	Down
	Hold ball behind	Down (hold)
	Jab step	Left/right
Post stance (holding ball, back to basket)	Transition to triple threat	Up (tap)
	Face defender, then return to post	Up (hold)
	Pump fake away	Down
	Pump fake toward basket	Left/right (whichever is toward basket)
	Shoulder fake	Left/right (whichever is away from basket)



The right analog stick handles freestyle controls. The results of stick presses vary depending on what you're doing at the time.

NOTE

Triple threat position is where the player holds the ball facing the basket. Post position is where the player holds the ball with his back to the basket. You can transition between triple threat and post by tapping up on the right analog stick while in either position.

Certain types of EA SPORTS™ Freestyle Superstars have special right-stick moves. Perform those moves while holding down the Superstar button; we cover these moves in the "Superstar Moves" section.



Defense

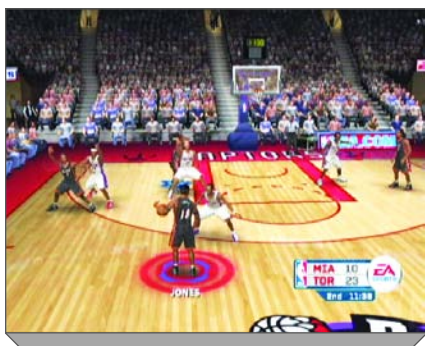
MOVE	PS2	Xbox	GameCube
Steal/intercept/hard foul	■	X	Ⓑ
Take charge	●	Ⓑ	ⓧ
Block/rebound	▲	Y	Ⓨ
Intentional foul	SELECT	BACK	SELECT
Call play	Tap D-button	Tap D-Pad	Tap Control Pad

Defense is a crucial part of a championship team. As the play-offs wear on and the games get tougher, the best defensive teams come to the forefront. High-flying offenses have been known to stall in the face of intense defensive pressure. That's why it's important to master the less-glamorous skills on the defensive side of the ball.

Don't go into a game expecting a steal or a block on every defensive possession. Even the best defensive team can't hope to shut down the opponent completely. Steals and blocks are important, but playing good position defense is even more important. You're doing a good job if you don't allow too many lay-ups or dunks.

Movement

Position defense is very important in the NBA. Staying in front of your man—between him and the basket—is the most important thing you can do. After your man gets past you, there's little hope of catching up. If this happens, switch to a different defender.



Use the Turbo button to stay in position when your opponent is running flat out.

Switching

MOVE	PS2	Xbox	GameCube
Switch player	X	A	A
Direct switch	L1	BLK	Z
Switch to last man back	Tap L1	WHI	—

You can change the defense player you're controlling. Frequently switching defensive players allows you to constantly be near the ball. However, don't overdo it. If you switch to a player while he's defending a move, you might do more harm than good. Don't make the switch if you don't have enough time to set your feet and get in position.

During a normal switch, the left analog stick's position influences which player you switch to. If you aren't pressing the stick, you likely take the player closest to the ball.

Direct switches let you control exactly which player you want to play. Last man back is perfect for getting in position to defend the fast break.

Good Position Defense

Avoid being overly aggressive. If you're constantly lunging forward and attempting to steal the ball, you're giving your opponent several chances to get past you.

Be aware of your opponent's abilities. Some players, such as Detroit's Richard Hamilton, are mainly known for their jump shooting—not for driving to the hoop. Play close to jump shooters. This crowds them and makes it difficult for them to get off a shot.



On the other hand, some players (like San Antonio's Tony Parker) are more known for their ability to slash to the lane. They can shoot the ball, but they're more likely to do their damage by attacking the hoop. Give players like this a little extra room. By hanging back, you give yourself more time to get in position and cut off a drive to the basket.



TIP

Hold the right analog stick **up** to raise your defender's hands; this makes it harder for the ball handler to pass over you.



Hold the right analog stick **down** to drop your stance, improving your ability to defend against penetration. You can still move around with the left analog stick while in either stance.



Steals



Swipe at the ball by tapping the Steal button. Or, press left or right on the Freestyle stick to swipe with your left or right hand.

Picking the right opportunity to steal is critical. Your chances of successfully stealing are best when:

- ▶ you've got a player with good stealing ability.
- ▶ the ball handler isn't that skillful.
- ▶ the ball handler is facing you (not presenting his side).
- ▶ the ball is at the correct height (about waist high).
- ▶ you're about arm's length away (too close and you commit a foul).
- ▶ the ball handler has run into a defender and is stuck.

While it's tempting to steal while a player is dribbling, many of the best steal opportunities come from passes. Anticipate where a pass is going and get in the way. To increase your chances of picking it off, tap the Steal button as the ball reaches you.

TIP

If you tipped the ball away and it's rolling out of bounds, tap the Steal button a second time to dive after it.

Freestyle Controls on Defense

We've already touched on these commands, but here's a complete reference for using the right analog stick on defense:

MOVE	Right Analog Stick Direction
Hands up (prevent passes)	Up
Lower stance (prevent penetration)	Down
Swipe left hand	Left
Swipe right hand	Right

Taking a Charge



A charge occurs when the defender is set in place and the offensive player runs into him. You can take a charge by standing in the offensive player's path as he attacks the lane; however, press the Take a Charge button to increase your chances of getting the call.

If your player is moving when contact occurs, you're likely to be called for blocking. Also, notice the semicircle beneath the basket. You can't draw a charge unless your player's feet are *outside* that semicircle. Inside the semicircle, your player is considered too close to the basket, and you may be called for blocking.

TIP

Only press the Take a Charge button if you're certain you're in good position. Otherwise, your opponent blows past you, making you look pretty foolish.

Defensive Rebounding



When a shot goes up, take control of a big guy near the basket, and get into rebounding position. The best rebounding position is usually right next to the basket, on the opposite side from the shot. Near the basket on the same side is another good spot.

If you're in proper position, you can block out your opponents and prevent them from getting the rebound. Get in position before jumping, or you miss the ball and make it easier for the opponent to score a put-back basket.

Shot Blocking



The same button that controls rebounding allows you to jump for a shot block. Get close to the shooter before pressing the button, and time your jump to meet the ball on the way up. Wait for the offensive player to leave the ground before leaping up to reject the shot.

Intentional Fouls



Call for intentional fouls when the clock is running low and you need the ball back. Intentional fouls are particularly useful if you manage to foul a poor free throw shooter.

Defensive Plays

Whereas on offense you get four quick plays and four selectable plays, on defense you get just four selectable plays. Refer to the "Pro Tips" chapter for details on how each of the various defenses works and how to incorporate them into your game plan.



Superstar Moves

We've covered all the moves that a typical player can pull off, but there's one set we haven't explored yet—the Superstar moves. Players marked with a Superstar icon are capable of using these additional move sets.

Playmaker

MOVE	PS2	Xbox	GameCube
Bounce pass	L2+X	L+A	L+A
No-look pass	L2+▲	↩+←	L+Y
Fake pass	L2+●	↩+↓	L+X
Behind-the-back pass	L2+■	L+X	L+B



NOTE

Playmaker passes executed while the playmaker is on the run look different from passes thrown from a standstill. Despite the different visuals, the passes are essentially the same.

The playmaker is a passer extraordinaire. He's capable of delivering the ball with style and impeccable timing, making everyone around him a more dangerous player on offense.

Bounce passes are a bit slower than other passes, so they are not ideal for moving the ball around the perimeter. However, bounce passes are very easy for the recipient to handle and can be deceptively hard to pick off when used on the inside.

The no-look pass can be tough for the recipient to catch—but it can fake out defenders, leaving them in the dust. Use it when you're throwing to a sure-handed target.

The behind-the-back pass is a "showtime" move that doesn't travel fast but reaches the target with style. It's best used for short, near-the-basket passes—for example, in a many-on-many fast-break situation.

Fake passes can fool defenders, freeing up the passer for an open shot. This is a particularly useful tool when your playmaker is also a good shooter.

Outside Scorer

MOVE	PS2	Xbox	GameCube
Windmill lay-up	L2 + tap X	L + tap A	L + tap A
Switch-hands lay-up	L2 + hold X	L + hold A	L + hold A
Running shot (runner)	L2+▲	L+Y	L+Y
Double-clutch	L2+● approaching basket	L+X approaching basket	L+A approaching basket
Turnaround jump shot	L2+● going away from basket	L+B going away from basket	L+X going away from basket
Fake behind-the-back lay-up	L2 + tap ■	L + tap X	L + tap B
Behind-the-back lay-up	L2 + hold ■	L + hold X	L + hold B

Use windmill, double-clutch, and switch-hands lay-ups when you're trying to score in heavy traffic. Use a regular lay-up if there's nobody around you.

Turnaround shots allow you to fire up a jump shot even when you're facing away from the basket. This is a good shot to use when turning around would slow you down, allowing a defender to close in.

Initiate the behind-the-back lay-up from several steps away, which effectively protects the ball as you approach the lane. Just watch out for charging fouls.

The fake behind-the-back lay-up adds another level of deception to your game—another tool to get defenders off their feet.





OFFICIAL LICENSE

Runners are very hard to block, since you're moving when you fire them. Use this shot when you're close to the basket in traffic, but not close enough for a lay-up or a dunk.

From triple threat position, outside scorers can also do the following special right analog stick moves (hold down the Superstar button while doing these moves):

Outside Scorer Triple Threat Moves

PLAYER STATE	CONTROL (Hold Superstar Button)
Jab and hold	Hold Freestyle stick right
Cradle and hold back	Hold Freestyle stick down
Create space	Hold Freestyle stick left
Hold between legs	Hold Freestyle stick up
Spin left go move	Hold Freestyle stick right + run left
Behind-the-back go move	Hold Freestyle stick down + run left
Blow out dribble left	Hold Freestyle stick up + run left
Fake dribble right spin left	Flick Freestyle stick down

Inside Scorer

MOVE	PS2	Xbox	GameCube
Hook shot	L2 + X	L + A	L + A
Running shot (runner)	L2 + ▲	L + Y	L + Y
Double-clutch (approach basket)	L2 + ●	L + B	L + X
Turnaround jump shot (move away from basket)	L2 + ●	L + B	L + X
Avoid strip lay-up	L2 + ■	L + X	L + B



Inside scorers have the same runner, double-clutch, and turnaround moves as outside scorers. They also have hook shots and a special lay-up that tries to prevent a ball strip.

The hook shot develops slowly but is almost impossible to block. This makes it a very good alternative when you're close to the basket but your defender is in good position.

The "avoid strip" lay-up involves holding the ball up where smaller players cannot steal it. You can

start this lay-up from several steps out, but watch out for charging fouls if the defense is set.

Inside scorers can also use these special right analog moves when standing in a post-up triple threat position (holding ball with back to the basket). Hold down the Superstar button while performing these moves.

Inside Scorer Back-to-Basket Moves

MOVE	CONTROL (Hold Superstar Button)
Face up	Freestyle stick right
Up and under	Freestyle stick down
Shoulder fake	Freestyle stick left
Blow out dribble left	Freestyle stick right + run left
Spin left	Run left
Spin right	Run right

Power

MOVE	PS2	Xbox	GameCube
Two-hand, two-foot tomahawk	L2 + tap X	L + tap A	L + tap A
Two-hand, two-foot tomahawk with hang	L2 + hold X	L + hold A	L + hold A
One-hand tomahawk	L2 + tap ▲	L + tap Y	L + tap Y
Windmill	L2 + hold ▲	L + hold Y	L + hold Y
One-hand, one-foot tomahawk	L2 + tap ●	L + tap B	L + tap X
Barkley dunk	L2 + hold SELECT	L + hold B	L + hold X
Two-hand power dunk	L2 + tap ■	L + tap X	L + tap B
One-hand, two-foot power tomahawk	L2 + hold ■	L + hold X	L + hold B



Power players have a range of potent dunks at their disposal. In game terms, these dunks are not much different from one another, so go with whichever dunk you feel like at the time.

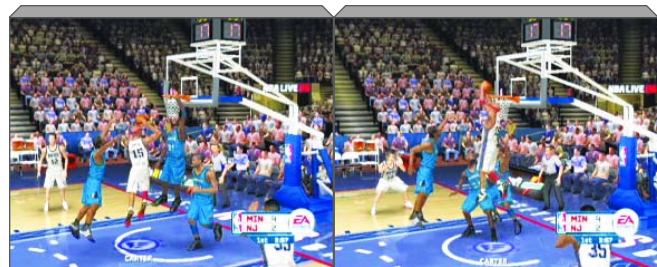
Power dunks can go right over defenders. This is in contrast to regular dunks, which are more easily foiled by a well-positioned opponent.

NOTE

Some of Shaq's power dunks are slightly different from the standard power dunks. Experiment to see the difference.

Highflyer

MOVE	PS2	Xbox	GameCube
Two-foot, one-hand tomahawk	L2 + tap X from close	L + tap A from close	L + tap A from close
Two-foot, one-hand leaner	L2 + tap X from far	L + tap A from far	L + tap A from far
Double-pump	L2 + hold X from close	L + hold A from close	L + hold A from close
Two-foot windmill	L2 + hold X from far	L + hold A from far	L + hold A from far
Two-hand, two-foot windmill	L2 + tap ▲ from close	L + tap Y from close	L + tap Y from close
Bounce off floor	L2 + tap ▲ from far	L + tap Y from far	L + tap Y from far
Two-hand, one-foot stretch	L2 + hold ▲ from close	L + hold Y from close	L + hold Y from close
Self alley-oop	L2 + hold ▲ from far	L + hold Y from far	L + hold Y from far
Two-foot, two-hand tomahawk	L2 + tap ● from close	L + tap B from close	L + tap X from close
One-hand, double-clutch lay-up	L2 + tap ● from far	L + tap B from far	L + tap X from far
Double-pump power	L2 + hold ● from close	L + hold B from close	L + hold X from close
One-hand, one-foot finger roll	L2 + hold ● from far	L + hold B from far	L + hold X from far
One-hand double-pump	L2 + tap ■ from close	L + tap X from close	L + tap B from close
Jordan dunk	L2 + tap ■ from far	L + tap X from far	L + tap B from far
Two-foot windmill reverse	L2 + hold ■ from close	L + hold X from close	L + hold B from close
LeBron dunk	L2 + hold ■ from far	L + hold X from far	L + hold B from far



Highflyers, like power players, have a wide range of dunks to choose from. Unlike power players, highflyers will do different dunks based on their distance from the basket. This unique skill gives the highflyer the most variety in his in-game dunks.

As with power dunks, highflyer dunks are not much different from one another. Go with whichever dunk strikes your fancy at the time.

Shooter

MOVE	PS2	Xbox	GameCube
Fake pass and shoot	L2 + X	L + A	L + A
Bank shot	L2 + ▲	L + Y	L + Y
Set shot	L2 + ●	L + B	L + X
Hold follow-through	L2 + ■	L + X	L + B



Shooters have an arsenal of fancy shots. If you're fairly close to the hoop and are shooting from about a 45-degree angle, bank shots can be money in the bank. Don't try them from straight on or from right along the baseline, though.

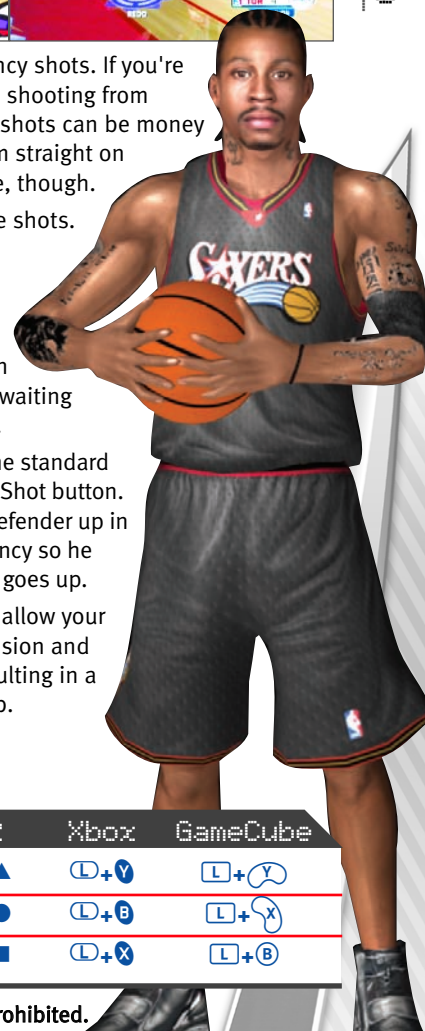
Set shots are quick-release shots. The player hardly jumps at all. Therefore, set shots are a great way to get off a shot quickly (before the defense can close in); but they are a bad selection if the defense is already there, waiting for a chance to block your shot.

Fake shots are much like the standard ball fake you get by tapping the Shot button. Fakes are best if they get your defender up in the air or lull him into complacency so he fails to jump when the real shot goes up.

Hold follow-through shots allow your shooter to get extra hand extension and follow-through on his shot, resulting in a more accurate long-range bomb.

Inside Stopper

MOVE	PS2	Xbox	GameCube
Block/rebound	L2 + ▲	L + Y	L + Y
Take charge	L2 + ●	L + B	L + X
Steal/interception	L2 + ■	L + X	L + B





OFFICIAL NBA LICENSE



Stoppers can get off their feet quicker than regular defenders, using their Superstar abilities. This makes the inside stopper especially hard to handle, and he can intimidate the opponent when he gets close to the basket.

Inside stoppers can also set their feet quickly to take a charge.

The inside stopper's special steal is best used against an opponent whose back is to the basket.

Outside Stopper

MOVE	PS2	Xbox	GameCube
Take charge	L2 + ●	L + B	L + X
Steal/interception	L2 + ■	L + X	L + B



The outside stopper specializes in stealing the ball from perimeter players, but he is also quick to set his feet and take a charge. However, he's not the blocking machine that the inside stopper is.

Dunk Contest Moves

Dunk contest dunks consist of either three or four steps, depending on the dunk type.

A nonlob dunk consists of a gather, a takeoff, and a finish. An alley-oop dunk consists of a lob, a gather, a takeoff, and a finish.

Lob

MOVE	Freestyle Stick Direction
Underhand lob	Up
Punch off floor	Down
Under leg lob	Left
Punch into air	Right

The first step in an alley-oop trick is to lob the ball into the air. There are several different types of lobs, all handled by the Freestyle stick.

Some lobs can be caught off the toss (while they're still in the air) or off the bounce.

If you're planning to catch off the toss, begin your gather almost immediately after lobbing.

If you're planning to take it off the bounce, you need to wait a moment or two while the ball bounces.

Timing a lob can be extremely difficult. Each lob carries a different distance. We recommend practicing lobs in Alley-oop Practice, where you'll get useful feedback and tips every time you make a mistake.



Gather

MOVE	PS2	Xbox	GameCube
One-foot gather	■	X	Ⓑ
Two-foot gather	●	B	X
One-foot 180 gather	▲	Y	Y
Two-foot 180 gather	X	A	A



The gather is where you prepare to take off. Run toward the basket and press one of the four buttons on the face of the controller; each button performs a different gather.

A gather lasts only about a second. Therefore, to make the dunk work, you must press a Takeoff button *within about a second* of starting your gather. If you wait too long after pressing the Gather button, the dunk is ruined.

NOTE

If you're doing an alley-oop dunk, first lob the ball, then follow it toward the basket and initiate your gather.

Press and hold one of the controller's face buttons to take off (you must do this within a second of pressing the Gather button). This makes your player leave the ground and begin the trick corresponding to the button you pressed.

TIP

Press a modifier button while pressing the Takeoff button to get a fancier trick.

You cannot just tap the button. You must hold the takeoff for a second or two as your player hangs in midair and completes his trick.

Timing is everything. If you let go too soon or too late, the dunk fails. Practice in Slam Dunk School to master the takeoff timing.

**Finish**

To finish the dunk, release the Takeoff button. As previously discussed, the finish's timing is all-important, and you will learn this only with practice. After enough attempts in Slam Dunk School, timing your finish will become second nature.

Takeoff (Main Dunk Trick)

MOVE	PS2	Xbox	GameCube
Tomahawk tricks	●	X	Ⓑ
Pump tricks	▲	B	ⓧ
Windmill tricks	■	Y	Ⓨ
Clutch tricks	X	A	Ⓐ
Trick modifiers	L2, R2	L, R	L, R

Pro Tips

The preceding chapters described every major feature in the game and explained how to control a player on the court. This chapter explains how to improve every aspect of your game, from on-the-court technique to important Dynasty Mode skills such as training players and assembling a top-flight roster.

Anatomy of an Offensive Possession

When you've got some experience under your belt, you'll develop your own offensive game plans—but here's one to get you started.

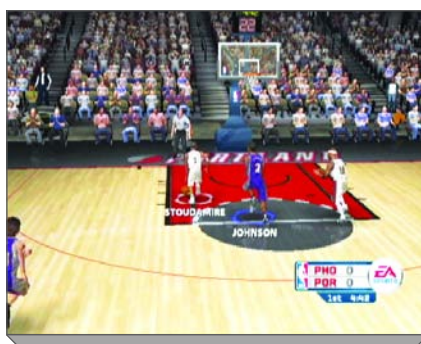
Try the Fast Break



As soon as you collect a rebound, pass up to the deepest man and start running down the court. If the deepest man is deeper than the last defender, he can glide in for an easy lay-up or dunk.

NOTE

You usually can't do a fast break after the opponent makes a basket. That's because you must check the ball out of bounds, giving the other team time to set up their defense. The exception is when the other team is running a full-court defense; in that case, you may be able to pass through the first line of defenders and get an easy basket.



If you have a two-on-one or three-on-two advantage as you drive the lane, force the defender to commit to one of your players. The player with the ball should keep it until the defender commits to stopping him, at which time he should pass to another player for the open lay-up.

TIP

If the defender never gets squarely in the path of the guy with the ball, don't pass. Just keep the ball and take the shot with that guy.

Stop-and-Pop



If a defender sets his feet in front of the basket as you attempt your fast break, consider pulling up near the free throw line and shooting. This is a good choice if driving all the way might result in a charge or a blocked shot.

TIP

This is only a good strategy if you've got a good shooter, because none of your teammates will be in position to grab a rebound. If your shooter is mediocre, try something else.

Kick It Out



If all easy paths to the basket are blocked, kick the ball back out. If you're lucky, an open three-point shooter will be behind the arc, and you can send up a three.

Call a Play

If none of your fast-break options are appealing, call a play.

Quick Plays



Call quick plays with single taps of the D-pad. Quick plays are situational—call them at any time, and the nearest players attempt to carry out your orders.



It's important to know how quick plays work. See the "Quick Plays" section of the previous chapter for details on each quick play.

Selectable Plays

Call selectable plays with double-taps of the D-pad. Unlike quick plays, which are always the same, you can pick your selectable plays from the playbook (access it from the menu whenever you pause the game).

Refer to the "Offensive Plays Explained" section for help on selecting and executing these plays.

Freestyle



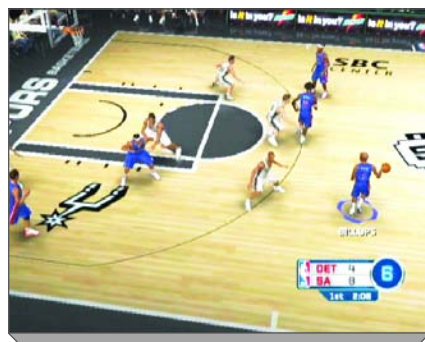
You don't have to call a play to run your offense. Instead, you can freestyle.

If you go ahead without a play, keep the ball in motion. Swing it around the

perimeter to find a weakness. Drop it in to a big guy, who can either score or kick it back out for an open shot. Or, penetrate the lane with a guard; take the shot if it's there, or kick the ball out if the defense collapses on him.

Freestyle play is fun, but you have to know your team and your moves.

Crunch Time



When the shot clock gets low, set plays won't always work. At this point you just want to make something happen, fast.

The rules of thumb in a pressure situation are:

- ▶ Give the ball to your best scoring threat.
- ▶ If time's nearly out, throw up a shot. It can be a set shot if you've got a good shooter, or it can be a runner (moving toward the basket) if you're controlling more of a slashing scorer.
- ▶ If you have a couple seconds, try a pump fake or a jab step to clear some extra room.
- ▶ If nothing else works, shoot a fade-away; this should prevent the shot from getting blocked.

Offensive Plays Explained

Offensive plays add structure to the game. The biggest benefit is, after you call a play, you know what the other four guys are going to do. That gives you a big advantage and can present real headaches for the defense.

Quick Plays

We discussed quick plays in the previous chapter; flip back there for a refresher.

The nice thing about quick plays is that you can call them from any point on the floor. And since they never change, you always know what to expect.

Standard Plays

After calling a standard play, everyone runs to the starting positions shown in the play diagram (which are in the play-book). Take your ball handler (usually the point guard) to his spot to start the play.

TIP

Hold down the Play-calling Zones button to see where you must go to make the play start. A red circle pops up on the court. If an arrow is also there, stand on the red circle, then run in the direction indicated by the arrow to start the play. If there's a star somewhere on the court, wait for a player to run to it, then pass to him to get the play moving.

In the following sections, we describe how every play starts, what happens as it develops, and who is likely to get the best shot opportunities.

NOTE

These examples use specific position names, but in some cases players switch roles. For example, we may say that the shooting guard makes a particular move during the play—but when you run the play, the small forward might make that move instead. Similarly, the power forward and center sometimes swap roles. The bottom line: expect a little variability when calling plays.



OFFICIAL NBA LICENSE

Balance



In the Balance play, the ball handler starts on the court's left side; everyone else starts on the right. Move to the right to start the play.

The center sweeps in toward the basket. If he's open, pass to him for an easy drive on the lane.

After a second or two, the shooting guard pops out on the right wing, in position for a three-point shot. Screens set by the other players in the court's midright are likely to keep him open for a while.

TIP

You can use Balance as an isolation play. Call the play while you're on the court's left side, then drive the lane while the other players are taking their starting positions. Since their positions are on the right, they pull their defenders in that direction, leaving you with only your own defender to beat.

Any play that packs all the other players into a single part of the court can be used as an isolation play.

Rocket Fuel

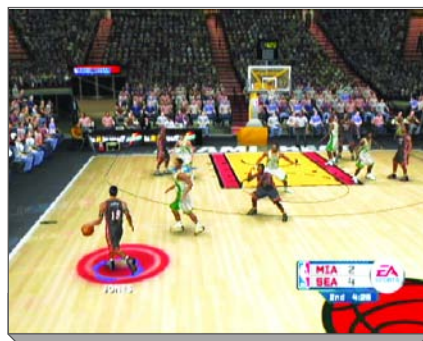


Rocket Fuel starts with the point guard up high and the other

four players arranged in a rough square. The shooting guard is on the right.

Set the play in motion. The shooting guard runs all the way across the court, cutting through the traffic on the baseline and eventually coming to a three-point shooting position on the left side. Fire him the ball for an open three.

Triple Threat



Triple Threat spreads the players across the court. Your point guard begins on the right. The play's objective is to spread the defense, then produce several scoring options.

Start the play by passing to the shooting guard or small forward, who is isolated on his man on the hoop's left side. If he's in good position, he can fire it in for a short jumper or pass to one of the cutting players on the court's right side.

Options



Options start with the point guard out high and the other players spread across the baseline. The shooting guard is on the right.

Start the play and the shooting guard makes a hard cut toward the basket. Pass to the shooting guard and

catch him in stride, giving him a clean look at a dunk or a lay-up.

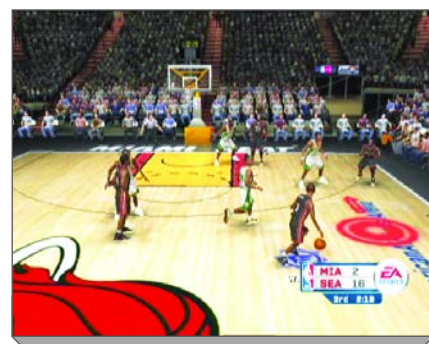
Cavalier



Cavalier starts the players out in a spread formation, with the shooting guard on the right. Run the point guard to the right to start the play.

Either pass immediately to one of the three players on the court's left side who can take advantage of the good spacing (creating one-on-one matchups), or wait a second while the shooting guard zips across to the left and spots up for a three. To maximize the chances of getting him open, fire it just as he's reaching his spot.

Zipper



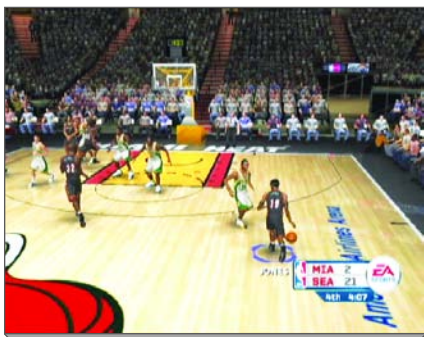
Zipper starts in a spread formation, with the power forward out high. Move the ball handler to the right and run forward from his designated spot to start the play.

The small forward starts out on the right, runs through some picks toward the basket, then curls out to the key's top for a three-point opportunity. If he gets open, get him the ball while he's near the basket—otherwise, pass it to him when he comes back for the three.

TIP

This play works best if your small forward can shoot from the outside.

Sonic



The Sonic starts with everyone bunched up on the left. To start the play, move your point guard to his position on the right.

The shooting guard drives toward the basket, then backtracks left, possibly coming free for a midrange shot. Then, the small forward runs to the right on a delayed cut, possibly coming free for a three-point shot.

NOTE

You can use this as another makeshift isolation play, since the initial formation draws everyone to one side of the court, leaving the other side open.

Philly



The Philly is a give-and-go play. The players start in a staggered formation, near the baseline on the left and near the top of the key on the right.

To begin the play, go to your mark and pass to the small forward. After the

pass, the point guard automatically cuts toward the basket, often getting open. Have the small forward give the point guard the ball for an easy drive to the lane.

Rising Sun



The Rising Sun starts with everyone along the baseline. Start near the middle and run right to begin the play.

When the play is called, the center or power forward runs up and sets a pick near the court's center. You can use that pick to blow past your defender and drive the lane. If you get stopped, look for the player who set the pick to roll to the basket.

Rip Iso



The Rip Iso starts with the small forward out high and the point guard on the left. Move toward the baseline to start the play.

The shooting guard veers right, then returns to the top of the key, where he hopefully gets an open shot. The center also has a good isolation opportunity along the baseline.

Bull's-Eye



The Bull's-Eye is a power play that looks for an easy score down low. The point guard starts out on the left, and the other players are in a rough cross shape to the right.

A frontcourt player comes up and sets a pick. Roll past that pick, and look for the power forward or the center, who may have an excellent position beneath the basket.

Boston



The players start in a spread formation, with the ball handler out high. To start the play, move the ball handler to his spot and pass to the small forward on your left.

The ball handler now cuts hard to the basket. Look for an opportunity to give him the ball for an easy score.

Single Double





OFFICIAL NBA LICENSE

The players start out bunched up near the basket, point guard out high. Run to the right to start the play.

The small forward cuts out to the right side for a three, then the shooting guard cuts to the left. Pass to whoever's open to get a nice long-range shot.

Playmaker



The Playmaker starts out with the shooting guard up high on the left, and the ball handler on the right.

The shooting guard runs over to set a pick. Use that pick and drive the center of the lane. This play really clears out the center, so you often get a good look in here. Otherwise, kick it out to someone on the wings.

Flare



The Flare starts with the point guard on the left and the rest of the players spread out. Run toward the baseline to start the play.

Several cuts happen during the flare, but your best opportunity is probably with your center. Watch as he gets interior position. Try to lob it in to him for an easy dunk.

Double Power



Double Power starts with your players in a box formation, flanking the paint. Your point guard starts out in the middle, up high.

After the play starts, both the power forward and the center crash into the lane, one after the other. If one of them gets good position, pass the ball in for a good low-post scoring opportunity.

Double Back Screen



Double Back Screen starts out with your point guard on the right, the rest of your players on the left. Drive toward the baseline to start the play.

The small forward cuts toward you, then veers toward the basket. Hit him with a pass for an easy score. Otherwise, look for someone else to come free on the left.

Power C



Power C starts with the point guard up high and everyone else spread along the baseline.

Start the play, and the center muscles into the paint on the rim's left side. Toss him the ball. If he has a good position, he gets an easy lay-up or dunk.

High Screen



The High Screen starts with your point guard out high and the other players arrayed along the baseline.

As the play starts, the power forward runs up and sets a high screen (hence the name). Use this screen to drive the lane, or pass to the power forward if the ball handler gets smothered. The power forward may then be able to roll to the basket.

Power PF



Power PF is an isolation play for your power forward. The point guard starts up high, and the other players are spread along the baseline.

Move the point guard to his spot. The power forward starts jockeying for position down low. Pass him the ball. If he has a good position, it's an easy score; if not, look for a short pass to the center, who is battling on the lane's other side.

Mid Power



Mid Power starts with the point guard slightly to the left, and the other players scattered. The power forward is out high to the right. Move the point guard to the right to start the play.

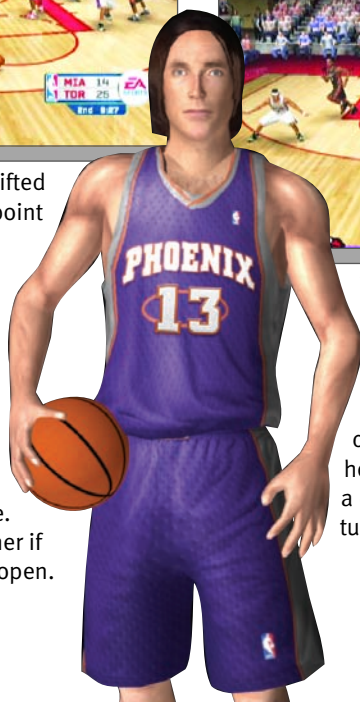
The power forward comes to the middle and sets a pick. Use this pick to drive the lane. If it's not looking good in there, kick it out to the right, where the shooting guard has drifted out for a three.

Screen Game



Your players start out shifted to the right. Move your point guard to his spot on the left, then run right to start the play.

The power forward sets a screen nearby, and the shooting guard sets a second screen on the right. Use either of these screens to get open or to drive the lane. Or pass back to a screener if the defense leaves him open.



Highflyer SG



Your players start out packed in the lane. The point guard starts on the right.

When the play starts, your small forward cuts to the right for a three-point shot, while your shooting guard drives the middle of the lane. Throw it to whomever's open.

TIP

This play works best if your shooting guard is a highflyer or at least a fairly skilled interior player.

Highflyer SF



The offense starts in spread formation, with the point guard up high.

The shooting guard starts off to the left, then cuts in sharply toward the hoop. Hit him on the run for a dunk or short shot opportunity.

Shuffle



The Shuffle arrays your players on the court's left side, leaving the right side open. The point guard starts out high, alone on the right.

When the play starts, your power forward or center cuts to the hoop's right side. Fire him the ball; if he has a good position, the result is an easy basket.

Scorer PF



Like the Shuffle, Scorer PF starts most of your players out on the court's left, leaving the court's right half open. The point guard starts out high, slightly to the right.

Start the play and wait. The power forward cuts through a series of screens to the basket's right side, hopefully coming free for an easy lay-up. Give this play a little time to develop.

Scorer SF





OFFICIAL NBA LICENSE

This is a good play if your small forward can penetrate the lane. Your point guard starts out up high on the right, with everyone else on his left. Your small forward is out high as well, near the court's center.

Move the point guard to his spot, then fire a pass left to the small forward. The power forward drifts up and sets a pick for the small forward, leaving him a wide-open path to the lane.

Scorer SG



Once again, the point guard starts up high on the right, with everyone else to his left. The shooting guard is up high in the center.

Move the point guard to his spot, then pass left to the shooting guard. The power forward drifts up and sets a pick for the shooting guard, who can use it to reach the basket. He can also hang back and lob it in to the center, who is in good post position.

Shooter A



Shooter A starts with the point guard in the center and the other players scattered. To start the play, run the point guard to the right.

The shooting guard, who started out up high, ducks

into the lane, then curls back out again on the left, ending near the three-point line. Hit him at any point during this cut for an open shot.

Shooter B



Shooter B starts off with the point guard in the middle, and the other four players spread evenly across the floor. The shooting guard is on the extreme left.

To start the play, run the point guard to the right. The shooting guard runs along the baseline to the right, stopping in three-point shooting position in the right corner. Throw him the ball for an open shot.



Defensive Plays Explained

You can call a variety of defensive plays in *NBA LIVE 06*. Here's a primer of them all.

Man-to-Man Defenses



Full-Court Man-to-Man

Three-Quarter-Court Man-to-Man

Half-Court Man-to-Man

Man-to-Man

Man-to-man defenses are the easiest to understand. One player from your team takes on one player from the other team. The main differences between the man-to-man defenses are how far they're extended. A Full-Court Man-to-Man pressures players the entire length of the floor, while a half-court defense allows the opponent to cross half-court before putting on the pressure.

Man-to-man defense is a good way to take advantage of strong individual matchups. It's best if your team has an array of skilled defensive players.

NOTE

The defensive switches and individual defensive rules discussed later in the "Get Your Hands Dirty on Defense" section work only while you're in a man-to-man defense. Other types of defenses override any switches or man-to-man rules that you set in the playbook.

2-3 Zones



2-3 Zone

2-3 Shifting Zone

2-3 Trapping Zone

In the 2-3 Zone, there are two perimeter players near the top of the key and three big guys along the baseline. The idea is to force the opponent into taking long shots.

The shifting version of this zone lets players move around a little more, defending the perimeter shot but possibly giving up some interior presence. The trapping version attempts to trap the ball carrier when he reaches the court's edge.

The 2-3 Zones work best against teams that have tough post players but weak outside shooters. They defend the baseline particularly well.

3-2 Zones

3-2 Zone

3-2 Shifting Zone

3-2 Zone (SF on Top)

3-2 Trapping Zone

3-2 Trap (SF on Top)



The 3-2 Zones put three players out front (one at the top of the key, two at the outer corners) and two along the baseline. These zones are very good at protecting the lane and generating rebounds. Try these zones against a team that likes to penetrate the lane's middle but that isn't the best at shooting the three.

Alternate this defense with a 2-3 Zone and see which one works best with your team's personnel. The main difference is that 3-2 Zones provide a little more front lane protection than do 2-3 Zones, at the risk of allowing more outside shooting opportunities and baseline penetration.

1-3-1 Zones



1-3-1 Zone

1-3-1 Zone A

1-3-1 Trapping Zone

The 1-3-1 Zones put the center under the basket, the point guard out front, the forwards on the wings, and the shooting guard in the middle. These zones are good against teams with dominant post players and teams that try to penetrate down the court's middle. The main weakness is the extreme corners, where opposing teams can shoot threes.

"And 1" Zones



Box-and-1

Diamond-and-1

These defenses place four defenders in a box or in a diamond shape around the hoop, while the point guard roves around and harasses whoever has the ball. These defenses are meant to completely lock down the lane, while leaving a lot of open shots available. Only play these defenses if you really want to prevent penetration and post game, and if you're willing to live with a lot of outside shooting.

Half-Court Traps



Half-Court Corner Trap

Half-Court Trap

2-2-1 Half-Court Trap

Half-Court Trap defenses set up in a basic zone shape but attempt to trap the ball handler whenever he gets too far to one side or the other. These defenses can give up easy shots, but they can also create easy turnovers. They're often best when you've got a fast, agile, aware team or when you're playing a team with limited ball-handling skills.

Full-Court Press Defenses



2-2-1 Full-Court Press

1-2-1-1 Full-Court Press

1-2-2 Full-Court Press

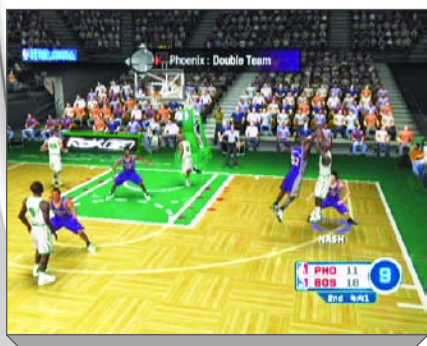
3-1-1 Full-Court Press

The Full-Court Press defense attempts to pressure the ball all the way down the floor and hopefully create a turnover. NBA teams rarely use Full-Court Press for long periods, but they will bring them out briefly as a surprise or when it's critical to create a turnover.

Press defenses come in many flavors, but these numbers simply explain the arrangement of players. A 3-1-1 Press, for example, puts three players up front. This makes it hard to pass beyond that initial wall; if the opponent manages to get the ball past the wall, it's usually easy for him to score.

Experiment with the various presses and see which one fits your personal style.

Special Defenses



Autoswitch

Intentional Foul

Double-Team

The Autoswitch defense minimizes player movement, allowing players to switch to whoever's in their area.

The Intentional Foul defense simply calls for an intentional foul, as quickly as possible.

The Double-Team defense lets you immediately double the ball carrier. Bring this out to help against dominant post players or to trap a weak ball handler when he's isolated.

Get Your Hands Dirty on Defense

There are several ways to improve your defense. First we cover individual things you can do on the floor; then we look at the defensive schemes and plans you can assign to the entire team.

Pressure the Ball



One of the worst things you can do in basketball is allow someone to drive, uncontested, toward the basket. That's even true when the ball carrier is nowhere near the rim; you must always cut off penetration! So don't allow the opposing point guard to wander free. Stay close, and stay between him and the basket.

TIP

Don't constantly swipe at the ball when the point guard has it. Pick your spots. You're most likely to get a steal when the player has squared up to you, *not* when he's presenting his side.

Pack in on Shooters



Figure out who the best shooters are on the other team *before* they slice you to bits. When playing on good shooters, play closer than usual. Don't give them any breathing room. Force them to put the ball on the floor if they want to score.

Play the Lanes

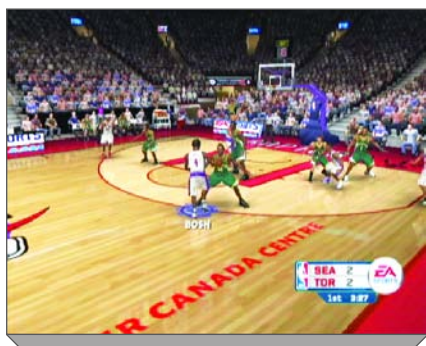


Many of your best steal opportunities come while the ball is being passed. If your man is in position to receive a pass, draw an imaginary line between him and the ball handler. Then, stay on or near that line. If you're lucky, the pass comes your way and you can pick it off.

Trap to the Baseline

Whenever possible, force opponents to drive toward the baseline rather than allowing them to go straight toward the hoop. Your teammates are better at helping and trapping when the opponent is on the baseline.

Deny the Superstar



If you're playing a team that has one guy who's head and shoulders above the rest, stick on him like glue. Try to deny him the ball, and when he gets it, play the best possible defense. Try to make someone else shoot the rock. You've got to play the percentages!

Assign Top Defenders to Top Scorers



Pause during any game and go to the playbook. Select Defensive Matchups. Here you can assign which player defends which opponent. (These matchups only apply when you're running a man-to-man defense.)

Normally your center guards the opposing center, your small forward guards the opposing small forward, and so forth. However, you can change those matchups to whatever you want.

For example, when San Antonio plays Detroit, Detroit may choose to put Ben Wallace on Tim Duncan, even though Duncan often plays the power forward position. Or, San Antonio may put Bruce Bowen on Richard Hamilton, even if Bowen is playing small forward and Hamilton is playing shooting guard. Teams put their best defenders on the other team's best players in an attempt to shut them down.

TIP

Adjust your matchups, but don't get too crazy. For example, putting a point guard on a huge center—even if the point guard is a good defender—isn't wise. After the center catches the ball in the paint, the point guard simply doesn't have the height or strength to stop the center.

Create Special Rules for Each Opponent



From the Defensive Matchups screen, you can assign different rules for each opponent.

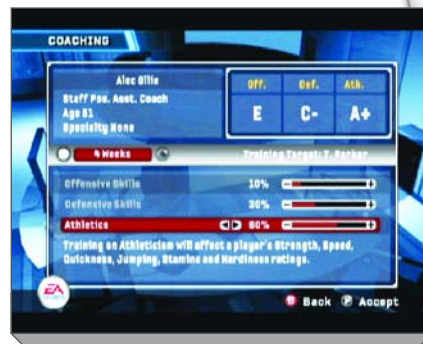
The Double rule lets you tell your team to always or never double-team a particular opponent when he has the ball. The Press rule lets you assign a low, medium, or high priority to pressuring a player when he has the ball.

Between these two rules, you can really fine-tune your defense.

TIP

Double-teaming the opponent's best post scorer is often a good idea. So is pressuring the opponent's point guard.

Train Stats Intelligently



It's up to you which player stats to train during Dynasty Mode, but we have some suggestions.

► No player is too old to improve his skills, but older players are less likely to make big gains—and they may lose some skills over the off-season. That's why younger players should get the most training.

► Players should be fairly good to start with before you bother training them. If they begin at too low a level, they'll never get where you want them to be. Trade or cut the weakest players, and start fresh with someone else.

► Identify a player's strengths and try to make them even stronger. For example, if you've designated someone as a go-to inside scorer, work on his inside scoring or dunking skills. If you want a lock-down outside defender, speed and steal ability are good areas to focus on.

► Players who don't start out as EA SPORTS™ Freestyle Superstars can be trained into them! Refer to the "Build Your Own Superstar!" table for information on which skills you must train—and to what levels—to turn an ordinary player into a Superstar.

The following table shows which skills you must train to make an ordinary player into an EA SPORTS™ Freestyle Superstar. The number in parentheses is the rating the player needs in that skill.

If a player is qualified to be more than one kind of offensive or defensive Superstar, you may select which kind he'll be in games.



OFFICIAL NBA LICENSE

Build Your Own Superstar!

DESIRED SUPERSTAR TYPE	SKILL 1	SKILL 2	SKILL 3
HIGHFLYER	DUNKING (85)	JUMPING (85)	SPEED (75)
PLAYMAKER	PASSING (80)	DRIBBLING (85)	OFFENSIVE AWARENESS (81)
POWER	DUNKING (85)	STRENGTH (85)	HARDINESS (80)
OUTSIDE SCORER	FIELD GOALS (80)	DRIBBLING (80)	OFFENSIVE AWARENESS (87)
INSIDE SCORER	FIELD GOALS (75)	INSIDE SCORING (80)	OFFENSIVE AWARENESS (85)
SHOOTER	FIELD GOALS (80)	THREE POINTERS (80)	FREE THROWS (85)
INSIDE STOPPER	DEFENSIVE REBOUNDING (80)	BLOCKING (80)	DEFENSIVE AWARENESS (80)
OUTSIDE STOPPER	SPEED (85)	STEALING (80)	DEFENSIVE AWARENESS (80)

Make Trades That Work

The keys to making a Dynasty Mode trade work are interest level, roster slots, and salaries.

Interest Level



Go to the Trade Player screen; each of your players has a bar labeled "Interest." This bar shows you how interested the other team is in that player, from very interested (mostly full bar) to not at all (empty bar). Now flip through several other teams and notice that your players' Interest bars

change. That's because different teams have different needs.

For a good trade, give the opponent a player whose Interest bar is at least as full as the player you're getting. If you try to trade a low-interest player for a high-interest player, the trade usually fails.

NOTE

If the interest level for both players is zero, compare the players' overall ability. The other team is not likely, for example, to accept your 60-rated player for their 75.

Roster Slots

If you're trading one for one, don't worry about roster slots. But if you're trading two players for one (or some similar deal where the opponent gets more guys than he gives up), make sure there's enough room on the other roster. Look at the "Available Spots" number of the team you're trading with.

Salary Cap Concerns



The most complicated part of trading is the salary cap. It's important to understand it so you can avoid attempting impossible trades.

If a team goes over the salary cap, the salaries of the players it receives in a trade cannot be more than 25 percent higher than the salaries of the players it gives away. This makes sense. If you're already way above the salary cap, it wouldn't be fair to let you make trades that put you even *further* above the limit.

On the other hand, it's perfectly acceptable for an over-the-cap team to trade valuable players for less-valuable players.

Salary Cap Scenarios

Let's say that your team is millions of dollars over the salary cap. You cannot trade away a \$2 million player and receive a \$6 million player, because that would drive you even further above the salary cap. However, if you want to trade your \$10 million Superstar for a \$1 million journeyman, you can. (Assuming that the other team has cap room for your \$10 million man.)

Now let's say that your team has lots of salary cap room. You want to clear even *more* room, so you trade an underperforming \$5 million man for a rookie whose salary is under \$1 million. That trade works just fine for you, but if the other team is over the salary cap, it won't work, because they'd be going even further over the cap (which isn't allowed).

Advantageous Trade Guidelines

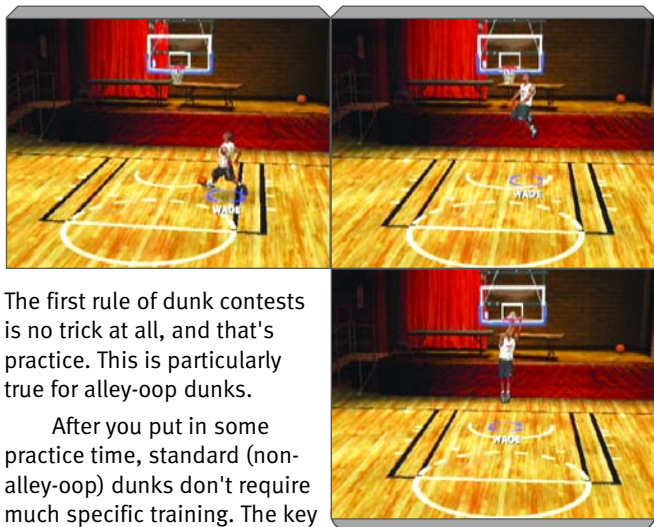
Here are some guidelines for getting the most out of your trades.

- ▶ Look for teams that value the players you value least. You might be able to improve your roster by trading bench players with them.
- ▶ Actively seek out teams with cap room. They have the most flexibility, so they're the easiest to trade with.
- ▶ If you're a good team that's under the salary cap, you can trade for an expensive Superstar who will put you over the top.
- ▶ If you've got cap room but your team is bad, one Superstar won't fix things. Keep your best players and trade the rest for moderately salaried young players who you can train into stars. Later on, when you're good, you can snag a high-priced player to complete the puzzle.
- ▶ If you're over the salary cap but your team is championship caliber, you're doing fine. Make a trade if it improves you, but otherwise stand pat.
- ▶ An over-the-cap team that isn't playoff-ready is bad news. Consider trading high-salary players for low-salary players or players whose contracts expire after one year. Then get some good draft picks and start over in a year or two with a lot of cap room.

Master the Dunk Contest

Dunk contests are fun, but they can also be tough. Here are a few tips to get you off the ground.

Practice Your Dunks



The first rule of dunk contests is no trick at all, and that's practice. This is particularly true for alley-oop dunks.

After you put in some practice time, standard (non-alley-oop) dunks don't require much specific training. The key to these dunks is memorizing the location of the gray "gather zone" that's painted on the floor in dunk practice. After you have that in mind and have memorized the proper timing of takeoffs and gathers, you do these dunks quite easily.

Unfortunately, those standard dunks won't take you all the way. To score 50s, you need alley-oop dunks.

When you're first mastering the alley-oop, practice *specific* dunks. Do the same gather, takeoff, and lob every time. Remember precisely where you were standing when you lobbed the ball and how long you waited before you initiated the gather. If you're off, make a small change and try again. When you succeed, do the dunk again a few times to commit the proper timing to memory.

Now you're ready to do that dunk in a contest.

Alley-Oops Simplified



Timing your approach is, by far, the hardest part of an alley-oop dunk. Alley-oops fail because you jumped too early or too late—or sometimes because you missed the ball completely.

Here are some tips to make that process easier:

- ▶ Always start a lob from the gray area near the three-point line. Right on the three-point line is a good spot.
- ▶ If you plan to catch a lob in midair (before it bounces), start out from the inner part of the gray area (nearest the basket). If you plan to let it bounce, start from farther back in the gray area.
- ▶ To catch the lob in midair, *immediately* run after it and start your gather. Don't hesitate for a second! If you let the ball get too far ahead of you, you lose the dunk.
- ▶ To catch a lob on the bounce, wait a split second before chasing it. If you start running immediately, you get too far under the ball.
- ▶ Press the Takeoff button *right when the ball bounces*. You must start your takeoff right as the ball starts its takeoff, so you both reach the basket together.
- ▶ When doing an off-the-backboard lob, start running immediately after releasing the ball.
- ▶ Always perform the off-the-backboard dunk straight on, never from an angle. The ball won't return to you if you're not lined up!
- ▶ Master an alley-oop dunk without using modifier buttons. Then, add modifiers and make any necessary adjustments. Successfully execute these tricky dunks in a contest to score 50 points.



OFFICIAL NBA LICENSE

ATLANTA HAWKS

The Atlanta Hawks have been revamped and are looking to put a tumultuous season behind them. Armed with a new coach, Marvin Williams (the second overall pick of the 2005 NBA Draft), and a talented pair of young Joshes (Childress and Smith), the Hawks seem certain to improve on 2004-05's dismal 13-69 outing.

In a league that favors experience, Atlanta is playing with youth; last year they started several rookies and near-rookies who had high potential but lacked in NBA savvy. That won't change this year, so the key to the team's fortune is on-the-job training garnered by young players like Childress, Smith, and center Jason Collier over the last, difficult season. Can the club turn it around this year? Only time will tell.

Recommended Starters

Tyronn Lue	Josh Smith	Marvin Williams	Al Harrington	Jason Collier
Position PG	Position SG	Position SF	Position PF	Position C
Overall Rating 67	Overall Rating 80	Overall Rating 75	Overall Rating 76	Overall Rating 61

EA SPORTS™ Freestyle Superstar

Name	Position	Default Superstar Types	Possible Other Superstar Types
Josh Smith	SG	Highflyer, Inside Stopper	Outside Stopper

Overall Rating

PLAYER	POSITION	RATING
Josh Smith	SG	80
Al Harrington	SF	76
Marvin Williams	SF	75
Josh Childress	SG	74
Boris Diaw	SG	69
Tony Delk	SG	68
Tom Gugliotta	PF	67
Tyronn Lue	PG	67
Donta Smith	SF	62
Jason Collier	C	61
Royal Ivey	PG	61
Kevin Willis	C	59
Michael Stewart	C	51

Playing As

Our recommended starting lineup plays Al Harrington at power forward, but there are several possible roster permutations.

Distribute the ball amongst your young, talented highflyers, and look to feature Josh Smith's high-flying abilities.

In Dynasty Mode, pour lots of training into Marvin Williams. With a little effort, he can become an EA SPORTS™ Freestyle Superstar.

Playing Against

The Hawks don't have much proven interior defenders, so punch the ball inside. Post up if you've got a dominant big man; otherwise, drive the lane.

The Hawks' strongest positions are the in-between guys; center and point guard are their weakest positions. Look for favorable matchups with your own center and point guard.



Offensive Skills

PLAYER	POSITION	FG	INSIDE SHOOTING	FT	3 PT	DUNKING	OFF. AWARENESS	DRIBBLING	PASSING
Tyronn Lue	PG	75	46	86	65	0	75	71	82
Marvin Williams	SF	75	48	85	65	71	72	53	47
Tony Delk	SG	73	41	75	77	30	78	71	37
Boris Diaw	SG	70	51	74	41	15	49	56	60
Tom Gugliotta	PF	68	68	76	41	41	46	57	33
Al Harrington	SF	65	59	67	43	84	76	58	39
Jason Collier	C	60	48	67	46	70	75	31	8
Kevin Willis	C	60	62	73	0	58	48	30	12
Royal Ivey	PG	56	40	70	31	35	51	60	61
Josh Childress	SG	55	55	82	44	79	59	69	40
Donta Smith	SF	55	52	68	42	55	56	56	43
Josh Smith	SG	50	60	68	26	99	55	60	29
Michael Stewart	C	22	48	12	0	42	27	15	11

ATLANTA HAWKS

Defensive Skill

PLAYER	POSITION	STEALING	BLOCKING	DEF. AWARENESS	SPEED	QUICKNESS
Donta Smith	SF	84	18	41	61	61
Royal Ivey	PG	82	12	39	66	68
Tom Gugliotta	PF	76	27	62	60	52
Tony Delk	SG	64	3	62	78	75
Al Harrington	SF	60	9	65	68	69
Josh Childress	SG	56	23	55	75	77
Boris Diaw	SG	56	23	90	68	73
Josh Smith	SG	52	85	83	80	73
Kevin Willis	C	41	32	51	43	40
Marvin Williams	SF	38	20	66	65	63
Jason Collier	C	28	21	50	39	36
Tyronn Lue	PG	28	0	75	88	90
Michael Stewart	C	14	82	59	59	55

Rebounding

PLAYER	POSITION	OFF. REBOUNDING	DEF. REBOUNDING	JUMPING	STRENGTH
Jason Collier	C	70	56	65	75
Kevin Willis	C	67	70	50	66
Josh Childress	SG	65	63	79	45
Michael Stewart	C	62	73	41	61
Josh Smith	SG	57	80	97	53
Marvin Williams	SF	50	61	80	61
Tom Gugliotta	PF	46	71	40	73
Al Harrington	SF	44	65	85	74
Boris Diaw	SG	36	50	79	55
Donta Smith	SF	35	39	43	66
Royal Ivey	PG	18	42	50	55
Tony Delk	SG	16	39	60	49
Tyronn Lue	PG	5	35	35	45

Athletic Skills

PLAYER	POSITION	JUMPING	SPEED	QUICKNESS	STRENGTH	HARDINESS	ENDURANCE
Josh Smith	SG	97	80	73	53	80	63
Al Harrington	SF	85	68	69	74	58	80
Marvin Williams	SF	80	65	63	61	75	75
Josh Childress	SG	79	75	77	45	65	67
Boris Diaw	SG	79	68	73	55	85	45
Jason Collier	C	65	39	36	75	62	37
Tony Delk	SG	60	78	75	49	79	53
Royal Ivey	PG	50	66	68	55	75	35
Kevin Willis	C	50	43	40	66	87	26
Donta Smith	SF	43	61	61	66	75	27
Michael Stewart	C	41	59	55	61	88	23
Tom Gugliotta	PF	40	60	52	73	59	45
Tyronn Lue	PG	35	88	90	45	70	64



OFFICIAL NBA LICENSE

BOSTON CELTICS

Recommended Starters

Gary Payton	Ricky Davis	Paul Pierce	Al Jefferson	Raef LaFrentz
Position PG	Position SG	Position SF	Position PF	Position PF
Overall Rating 73	Overall Rating 74	Overall Rating 89	Overall Rating 71	Overall Rating 72

EA SPORTS™ Freestyle Superstar

Name	Position	Default Superstar Types	Possible Other Superstar Types
Ricky Davis	SG	Highflyer	Outside Scorer
Paul Pierce	SF	Inside Scorer	Outside Scorer, Shooter

For the past several years, the Celtics have been dynamic swingman Paul Pierce's team. That won't change any time soon. The question is whether the Celts can surround the prolific scorer with enough talent to restore the franchise to its former glory. They've made a good start with skilled sixth man Ricky Davis and second-year big man Al Jefferson. But as is common for young teams, the Celtics must strive for greater consistency in 2005-06.

Overall Rating

PLAYER	POSITION	RATING
Paul Pierce	SF	89
Ricky Davis	SG	74
Tony Allen	SG	73
Gary Payton	PG	73
Gerald Green	SG	72
Raef LaFrentz	PF	72
Al Jefferson	PF	71
Marcus Banks	PG	67
Delonte West	PG	67
Qyntel Woods	SF	66
Kendrick Perkins	C	63
Mark Blount	C	59
Curtis Borchardt	C	59
Justin Reed	SF	57
Brian Scalabrine	PF	56

With high-flying scorer Ricky Davis in the fold, Pierce is relieved of some of the pressure to put points on the board. But other problems may arise. Does Gary Payton have enough gas in the tank? Will Jefferson round out his game by developing a midrange jumper? Can Gerald Green, the high-flying youngster selected in the most recent draft, provide immediate help? It all remains to be seen.

Playing As

Paul Pierce is your main man on offense, but look to Ricky Davis if the opposition starts to load up on Pierce. They're both inside-type scorers, though you can alter Pierce's Superstar status to make him more of an outside threat.

Playing Against

The Celtics don't have much defensive stopping power, so you can probably get a lot done on offense. Punch the ball inside to exploit the lack of a powerful center.

On defense, sag off most of the outside shooters (save for Pierce). There are some decent three shooters on the team, but nobody (besides Pierce) who will really torch you.

Offensive Skills

PLAYER	POSITION	FG	INSIDE SHOOTING	FT	3 PT	DUNKING	OFF. AWARENESS	DRIBBLING	PASSING
Paul Pierce	SF	80	80	85	80	80	87	83	57
Ricky Davis	SG	75	61	81	61	87	78	71	43
Gerald Green	SG	72	61	72	61	85	49	71	58
Gary Payton	PG	71	62	76	57	5	65	79	85
Raef LaFrentz	PF	70	64	81	70	53	76	40	21
Delonte West	PG	65	29	70	74	63	65	58	50
Qyntel Woods	SF	62	40	63	48	63	64	63	34
Marcus Banks	PG	58	47	74	64	10	67	73	62
Curtis Borchardt	C	57	62	73	0	41	44	42	28
Tony Allen	SG	54	48	73	57	82	56	57	43
Brian Scalabrine	PF	50	52	76	62	23	54	36	36
Mark Blount	C	46	62	71	0	58	68	22	29
Kendrick Perkins	C	43	62	63	0	52	51	32	18
Justin Reed	SF	43	57	73	22	50	45	45	29
Al Jefferson	PF	34	70	62	0	65	76	55	9



BOSTON CELTICS

Defensive Skill

PLAYER	POSITION	STERLING	BLOCKING	DEF. AWARENESS	SPEED	QUICKNESS
Marcus Banks	PG	89	14	60	88	85
Tony Allen	SG	80	25	64	77	65
Paul Pierce	SF	80	19	69	81	78
Delonte West	PG	75	25	40	80	70
Gary Payton	PG	62	7	85	79	79
Ricky Davis	SG	59	16	38	80	72
Qyntel Woods	SF	54	34	44	70	70
Gerald Green	SG	53	25	43	75	75
Brian Scalabrine	PF	52	23	46	34	34
Al Jefferson	PF	38	84	57	53	48
Justin Reed	SF	37	50	52	51	55
Raef LaFrentz	PF	33	72	51	62	54
Kendrick Perkins	C	28	84	44	56	54
Mark Blount	C	27	48	49	42	54
Curtis Borchardt	C	20	59	53	55	53

Rebounding

PLAYER	POSITION	OFF. REBOUNDING	DEF. REBOUNDING	JUMPING	STRENGTH
Al Jefferson	PF	79	81	65	81
Curtis Borchardt	C	74	76	47	63
Kendrick Perkins	C	73	91	35	90
Brian Scalabrine	PF	57	71	30	68
Raef LaFrentz	PF	56	81	45	68
Qyntel Woods	SF	56	71	67	59
Tony Allen	SG	54	56	80	61
Mark Blount	C	53	63	40	69
Justin Reed	SF	51	54	55	70
Gerald Green	SG	30	42	90	35
Delonte West	PG	22	53	61	40
Paul Pierce	SF	21	64	72	68
Ricky Davis	SG	19	35	88	45
Marcus Banks	PG	18	39	59	56
Gary Payton	PG	14	39	55	4

Athletic Skills

PLAYER	POSITION	JUMPING	SPEED	QUICKNESS	STRENGTH	HARDINESS	ENDURANCE
Gerald Green	SG	90	75	75	35	70	40
Ricky Davis	SG	88	80	72	45	70	73
Tony Allen	SG	80	77	65	61	62	44
Paul Pierce	SF	72	81	78	68	90	79
Qyntel Woods	SF	67	70	70	59	50	23
Al Jefferson	PF	65	53	48	81	75	40
Delonte West	PG	61	80	70	40	70	30
Marcus Banks	PG	59	88	85	56	60	7
Gary Payton	PG	55	79	79	40	92	73
Justin Reed	SF	55	51	55	70	70	13
Curtis Borchardt	C	47	55	53	63	35	35
Raef LaFrentz	PF	45	62	54	68	47	64
Mark Blount	C	40	42	54	69	46	61
Kendrick Perkins	C	35	56	54	90	54	27
Brian Scalabrine	PF	30	34	34	68	50	48

CHARLOTTE BOBCATS



Recommended Starters

Raymond Felton	Kareem Rush	Gerald Wallace	Emeka Okafor	Keith Bogans
Position PG	Position SG	Position SF	Position PF	Position C
Overall Rating 73	Overall Rating 66	Overall Rating 77	Overall Rating 78	Overall Rating 68

EA SPORTS™ Freestyle Superstar

Name	Position	Default Superstar Types	Possible Other Superstar Types
Emeka Okafor	PF	Power, Inside Stopper	—

The Bobcats compiled an 18–64 record last year. While this was not a stellar performance by most standards, it was nonetheless a respectable debut for a new franchise, which was projected by many analysts to compile the worst record in the league.

Now that the Bobcats have gotten their feet wet, what improvements can be expected? For one thing, franchise cornerstone Emeka Okafor is a year older and wiser. Last year the weight of the brand-new franchise was placed squarely on his young shoulders, and the pressure—intense for any player, but especially for a rookie—was daunting. This year he'll have a good understanding of the NBA game from the get-go, and the team can't help but benefit.

Others should also benefit from their playing time in 2004–05. Primož Brezec, the big Slovenian center, and young sharpshooters Kareem Rush and Gerald Wallace, should be improved.

While expectations are modest, the Bobcats hope to build on a respectable inaugural season.



Overall Rating

PLAYER	POSITION	RATING
Emeka Okafor	PF	78
Gerald Wallace	SF	77
Raymond Felton	PG	73
Keith Bogans	C	68
Brevin Knight	PG	66
Sean May	PF	66
Kareem Rush	SG	66
Primož Brezec	C	65
Melvin Ely	C	64
Jason Kapon	SG	62
Malik Allen	PF	61
Bernard Robinson	SF	61
Matt Carroll	SG	57
Jake Voskuhl	C	55

Playing As

There aren't many power EA SPORTS™ Freestyle Superstars, so you've got a keeper in Okafor. Run a lot of low-post plays to get him open, and get him easy looks (or send him to the free throw line). Kareem Rush makes a nice complement to Okafor's inside game.

Playing Against

Run your interior offense away from Okafor, and look for open shots on the perimeter.

On defense, consider a zone that crowds the lane and impedes Okafor's low-post game. Still, you can't completely ignore the outside, as the Bobcats can put some good three-point shooters on the court. Adjust your defense to who's playing; if Rush is the only good three-baller out there, consider a Box-and-1 defense.

Offensive Skills

PLAYER	POSITION	FG	INSIDE SHOOTING	FT	3 PT	DUNKING	OFF. AWARENESS	DRIBBLING	PASSING
Kareem Rush	SG	69	44	77	77	60	78	75	33
Primož Brezec	C	66	59	74	0	62	78	40	18
Jason Kapon	SG	66	48	82	80	50	77	60	19
Matt Carroll	SG	64	43	85	65	0	79	70	18
Raymond Felton	PG	63	55	72	51	51	61	80	68
Keith Bogans	C	55	43	72	66	65	75	62	36
Melvin Ely	C	55	57	57	0	60	65	24	22
Gerald Wallace	SF	54	63	66	48	90	68	60	30
Bernard Robinson	SF	51	37	69	38	40	54	65	44
Brevin Knight	PG	43	42	85	23	0	65	80	99
Jake Voskuhl	C	40	59	68	0	58	41	22	22
Malik Allen	PF	39	58	92	0	58	70	28	16
Sean May	PF	38	70	72	0	65	56	41	38
Emeka Okafor	PF	38	73	60	0	85	75	44	11

CHARLOTTE BOBCATS

Defensive Skill

PLAYER	POSITION	STEALING	BLOCKING	DEF. AWARENESS	SPEED	QUICKNESS
Brevin Knight	PG	90	3	64	84	81
Gerald Wallace	SF	84	68	52	70	70
Matt Carroll	SG	72	7	39	51	43
Raymond Felton	PG	71	5	63	89	89
Keith Bogans	C	68	7	54	67	65
Bernard Robinson	SF	60	18	55	61	69
Jason Kapono	SG	48	5	44	60	61
Emeka Okafor	PF	43	80	81	60	64
Kareem Rush	SG	36	10	40	73	69
Melvin Ely	C	35	66	45	55	56
Malik Allen	PF	30	68	48	48	57
Primož Brezec	C	25	37	40	51	54
Sean May	PF	21	42	53	60	55
Jake Voskuhl	C	19	48	64	39	43

Rebounding

PLAYER	POSITION	OFF. REBOUNDING	DEF. REBOUNDING	JUMPING	STRENGTH
Emeka Okafor	PF	76	85	55	85
Primož Brezec	C	74	70	40	69
Melvin Ely	C	68	58	50	79
Sean May	PF	68	74	53	72
Jake Voskuhl	C	67	79	40	68
Malik Allen	PF	61	60	50	75
Gerald Wallace	SF	43	65	92	57
Keith Bogans	C	33	43	70	60
Bernard Robinson	SF	33	54	65	56
Matt Carroll	SG	23	57	40	57
Raymond Felton	PG	20	25	70	43
Jason Kapono	SG	16	46	40	54
Kareem Rush	SG	15	37	55	59
Brevin Knight	PG	8	40	40	43

Athletic Skills

PLAYER	POSITION	JUMPING	SPEED	QUICKNESS	STRENGTH	HARDINESS	ENDURANCE
Gerald Wallace	SF	92	70	70	57	50	67
Keith Bogans	C	70	67	65	60	65	57
Raymond Felton	PG	70	89	89	43	65	70
Bernard Robinson	SF	65	61	69	56	65	24
Emeka Okafor	PF	55	60	64	85	85	76
Kareem Rush	SG	55	73	69	59	75	44
Sean May	PF	53	60	55	72	75	60
Malik Allen	PF	50	48	57	75	47	32
Melvin Ely	C	50	55	56	79	75	52
Primož Brezec	C	40	51	54	69	80	69
Matt Carroll	SG	40	51	43	57	60	35
Jason Kapono	SG	40	60	61	54	64	48
Brevin Knight	PG	40	84	81	43	55	64
Jake Voskuhl	C	40	39	43	68	46	24

CHICAGO BULLS

Recommended Starters

Kirk Hinrich	Ben Gordon	Luol Deng	Tyson Chandler	Eddy Curry
Position PG	Position SG	Position SF	Position PF	Position C
Overall Rating 79	Overall Rating 76	Overall Rating 71	Overall Rating 80	Overall Rating 75

EA SPORTS™ Freestyle Superstar

Name	Position	Default Superstar Types	Possible Other Superstar Types
Tyson Chandler	PF	Inside Stopper	—
Ben Gordon	SG	Outside Scorer	Shooter
Kirk Hinrich	PG	Playmaker	Shooter

After a stretch of lean years in the post-Championship era, the Bulls are finally starting to put the pieces together. Their team, while still young, now boasts enough experience and talent to be quite respectable. It's now up to the players, and head coach Scott Skiles, to take the next step.

The team's core is a pair of young big men—the long and lean Tyson Chandler and the more powerful Eddy Curry. This duo gives the Bulls good shot-blocking, rebounding, and general inside presence, which is supplemented by tough veteran Antonio Davis. Kirk Hinrich and Ben Gordon put in quality minutes at guard, while Argentinean Andres Nocioni provides attitude and scoring at the forward position. It's a potentially strong mix, and they are worth watching to see how it develops this year.

Overall Rating

PLAYER	POSITION	RATING
Tyson Chandler	PF	80
Kirk Hinrich	PG	79
Ben Gordon	SG	76
Eddy Curry	C	75
Luol Deng	SF	71
Andres Nocioni	SF	70
Antonio Davis	C	68
Jannero Pargo	PG	66
Chris Duhon	PG	65
Othella Harrington	PF	64
Adrian Griffin	SF	62
Eric Piatkowski	SG	62
Frank Williams	PG	61
Jared Reiner	C	53

Playing As

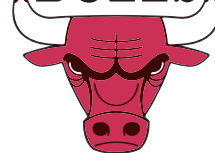
The Bulls have a good young nucleus for Dynasty Mode and a good distribution of playmakers. Run a guard-heavy offense, taking advantage of Hinrich and Gordon's excellent shooting. The best part is that both Chandler and Curry are competent scorers, so if the defense spreads out to the perimeter, you've got some legitimate interior scorers to work with.

Playing Against

Play a balanced defense and run a lot of guard-based offense. The Bulls' guards are talented scorers, but their defensive accomplishments don't quite match their offense.

You can score in the paint if you've got legitimately high-powered post players. Otherwise, stick with your guards.

CHICAGO BULLS



Offensive Skills

PLAYER	POSITION	FG	INSIDE SHOOTING	FT	3 PT	DUNKING	OFF. AWARENESS	DRIBBLING	PASSING
Ben Gordon	SG	87	56	86	84	80	87	83	39
Kirk Hinrich	PG	80	48	85	80	45	82	87	84
Eric Piatkowski	SG	80	48	80	83	10	73	63	29
Jannero Pargo	PG	74	33	73	76	10	76	60	83
Chris Duhon	PG	65	40	73	72	30	41	70	85
Tyson Chandler	PF	64	70	67	0	79	56	40	14
Luol Deng	SF	61	60	74	55	55	75	61	39
Othella Harrington	PF	61	71	71	0	62	75	40	21
Eddy Curry	C	60	79	71	0	84	81	32	9
Andres Nocioni	SF	60	58	76	51	78	67	54	30
Antonio Davis	C	59	74	75	0	72	51	32	21
Adrian Griffin	SF	56	48	75	24	10	43	66	37
Frank Williams	PG	55	49	85	61	10	59	68	84
Jared Reiner	C	38	58	57	15	47	40	33	24

CHICAGO BULLS

Defensive Skill

PLAYER	POSITION	STEALING	BLOCKING	DEF. AWARENESS	SPEED	QUICKNESS
Adrian Griffin	SF	89	9	45	62	66
Kirk Hinrich	PG	80	10	55	75	71
Tyson Chandler	PF	75	87	83	65	64
Chris Duhon	PG	68	1	55	58	64
Jannero Pargo	PG	64	1	60	80	77
Frank Williams	PG	64	14	58	72	72
Eric Piatkowski	SG	62	1	51	68	67
Luol Deng	SF	52	25	53	68	65
Ben Gordon	SG	48	7	41	80	75
Andres Nocioni	SF	35	28	75	59	50
Othella Harrington	PF	33	21	52	60	50
Antonio Davis	C	25	36	80	63	65
Eddy Curry	C	20	50	68	53	53
Jared Reiner	C	15	25	39	43	43

Rebounding

PLAYER	POSITION	OFF. REBOUNDING	DEF. REBOUNDING	JUMPING	STRENGTH
Tyson Chandler	PF	81	93	78	59
Eddy Curry	C	77	81	79	91
Jared Reiner	C	68	72	47	74
Othella Harrington	PF	67	73	50	66
Antonio Davis	C	65	73	50	63
Adrian Griffin	SF	63	71	50	70
Luol Deng	SF	44	71	63	58
Andres Nocioni	SF	29	77	74	63
Ben Gordon	SG	21	42	70	55
Jannero Pargo	PG	21	40	35	42
Eric Piatkowski	SG	14	39	40	57
Chris Duhon	PG	8	46	56	48
Kirk Hinrich	PG	8	50	70	48
Frank Williams	PG	8	34	30	62

Athletic Skills

PLAYER	POSITION	JUMPING	SPEED	QUICKNESS	STRENGTH	HARDINESS	ENDURANCE
Eddy Curry	C	79	53	53	91	83	62
Tyson Chandler	PF	78	65	64	59	65	63
Andres Nocioni	SF	74	59	50	63	75	57
Ben Gordon	SG	70	80	75	55	70	59
Kirk Hinrich	PG	70	75	71	48	75	79
Luol Deng	SF	63	68	65	58	70	59
Chris Duhon	PG	56	58	64	48	70	62
Antonio Davis	C	50	63	65	63	81	59
Adrian Griffin	SF	50	62	66	70	58	30
Othella Harrington	PF	50	60	50	66	77	45
Jared Reiner	C	47	43	43	74	75	15
Eric Piatkowski	SG	40	68	67	57	61	35
Jannero Pargo	PG	35	80	77	42	75	31
Frank Williams	PG	30	72	72	62	50	15



OFFICIAL LICENSE

CLEVELAND CAVALIERS

Recommended Starters

Jeff McInnis	Larry Hughes	LeBron James	Drew Gooden	Zydrunas Ilgauskas
Position PG	Position SG	Position SF	Position PF	Position C
Overall Rating 67	Overall Rating 85	Overall Rating 95	Overall Rating 76	Overall Rating 78



EA SPORTS™ Freestyle Superstar

Name	Position	Default Superstar Types	Possible Other Superstar Types
Zydrunas Ilgauskas	C	Inside Scorer, Inside Stopper	—
LeBron James	SF	Outside Scorer, Outside Stopper	Highflyer, Playmaker, Power, Inside Scorer
Larry Hughes	SG	Outside Scorer, Outside Stopper	—

Possessors of the ultimate franchise cornerstone in LeBron James, the Cavaliers' task is now to surround James with the talent to help him win—and keep him happy. They took steps toward that goal in the off-season, adding a potent and versatile scoring guard in Larry Hughes (lately of Washington) and in versatile forward Donyell Marshall from the Raptors. They also re-signed towering Lithuanian Zydrunas Ilgauskas, who is considered one of the league's premier centers (when healthy).

The ingredients are there, but how well will they mix? The Cavaliers will always have a shot while LeBron's on the court, but they're hoping that the 2005–06 season features more continuity than did 2004–05, when a parade of guards marched through the lineup and the team struggled for consistency. They'll have to wait until November to find out.



Overall Rating

PLAYER	POSITION	RATING
LeBron James	SF	95
Larry Hughes	SG	85
Zydrunas Ilgauskas	C	78
Drew Gooden	PF	76
Donyell Marshall	SF	76
Eric Snow	PG	68
Jeff McInnis	PG	67
Anderson Varejao	PF	67
Aleksandar Pavlovic	SG	65
Ira Newble	SF	64
Dajuan Wagner	SG	63
DeSagana Diop	C	60
Luke Jackson	SF	59
Scott Williams	C	58

Playing As

The Cavaliers are a fun team to play. They've got great offensive balance, thanks to Larry Hughes' outside shooting, Zydrunas Ilgauskas' inside presence, and LeBron's ability to score from anywhere. They've also got three legitimate stoppers on defense, which is more than most teams.

Mix up your offense and play tough man-to-man defense, and you'll win a lot of games.

Playing Against

The Cavaliers are tougher to defend this year, thanks to the addition of Larry Hughes. You can't guard just one aspect of the offense and neglect the others—so play the Cavaliers straight up. Try to keep Ilgauskas from catching the ball too close to the basket, and consider double-teaming LeBron on occasion.

Offensive Skills

PLAYER	POSITION	FG	INSIDE SHOOTING	FT	3 PT	DUNKING	OFF. AWARENESS	DRIBBLING	PASSING
Larry Hughes	SG	81	59	77	61	80	87	83	65
LeBron James	SF	80	80	75	67	97	87	85	83
Zydrunas Ilgauskas	C	75	81	79	15	63	86	30	18
Donyell Marshall	SF	72	70	79	79	64	76	61	23
Aleksandar Pavlovic	SG	72	66	68	70	60	68	65	26
Dajuan Wagner	SG	68	51	68	69	10	78	73	35
Luke Jackson	SF	67	58	84	58	40	42	42	52
Eric Snow	PG	64	60	73	49	20	32	74	84
Jeff McInnis	PG	63	41	81	68	33	70	77	80
Ira Newble	SF	52	53	79	55	58	44	62	23
Drew Gooden	PF	46	71	80	26	75	77	51	25
Anderson Varejao	PF	42	61	53	0	60	57	58	14
Scott Williams	C	40	52	59	20	57	72	21	15
DeSagana Diop	C	34	54	37	0	65	24	27	23

CLEVELAND CAVALIERS

Defensive Skill

PLAYER	POSITION	STEALING	BLOCKING	DEF. AWARENESS	SPEED	QUICKNESS
Larry Hughes	SG	94	10	85	80	86
LeBron James	SF	84	23	80	92	85
Anderson Varejao	PF	81	70	43	57	60
Scott Williams	C	70	49	39	45	33
Dajuan Wagner	SG	67	16	55	72	78
Eric Snow	PG	65	12	88	80	82
Donyell Marshall	SF	62	45	42	60	71
Aleksandar Pavlovic	SG	60	7	42	70	65
Drew Gooden	PF	56	48	48	64	63
Luke Jackson	SF	55	10	53	57	46
Ira Newble	SF	49	14	63	65	68
DeSagana Diop	C	48	91	60	52	55
Jeff McInnis	PG	38	0	49	78	77
Zydrunas Ilgauskas	C	36	82	81	46	59

Rebounding

PLAYER	POSITION	OFF. REBOUNDING	DEF. REBOUNDING	JUMPING	STRENGTH
Anderson Varejao	PF	83	79	45	61
Zydrunas Ilgauskas	C	79	83	56	70
DeSagana Diop	C	73	68	50	97
Drew Gooden	PF	65	89	64	68
Scott Williams	C	59	81	40	78
Donyell Marshall	SF	46	85	54	63
Luke Jackson	SF	38	46	49	57
Ira Newble	SF	33	40	55	60
Larry Hughes	SG	25	68	85	41
LeBron James	SF	23	60	97	85
Eric Snow	PG	15	33	33	57
Aleksandar Pavlovic	SG	14	33	62	54
Dajuan Wagner	SG	10	36	62	56
Jeff McInnis	PG	9	23	40	40

Athletic Skills

PLAYER	POSITION	JUMPING	SPEED	QUICKNESS	STRENGTH	HARDINESS	ENDURANCE
LeBron James	SF	97	92	85	85	85	80
Larry Hughes	SG	85	80	86	41	60	79
Drew Gooden	PF	64	64	63	68	66	70
Aleksandar Pavlovic	SG	62	70	65	54	75	36
Dajuan Wagner	SG	62	72	78	56	65	18
Zydrunas Ilgauskas	C	56	46	59	70	60	74
Ira Newble	SF	55	65	68	60	70	58
Donyell Marshall	SF	54	60	71	63	72	57
DeSagana Diop	C	50	52	55	97	34	21
Luke Jackson	SF	49	57	46	57	70	9
Anderson Varejao	PF	45	57	60	61	65	38
Jeff McInnis	PG	40	78	77	40	88	76
Scott Williams	C	40	45	33	78	49	17
Eric Snow	PG	33	80	82	57	70	56



DALLAS MAVERICKS

Recommended Starters

Jason Terry	Josh Howard	Jerry Stackhouse	Dirk Nowitzki	Erick Dampier
Position PG	Position SG	Position SF	Position PF	Position C
Overall Rating 80	Overall Rating 77	Overall Rating 76	Overall Rating 86	Overall Rating 67

EA SPORTS™ Freestyle Superstar

Name	Position	Default Superstar Types	Possible Other Superstar Types
Dirk Nowitzki	PF	Inside Scorer	Shooter
Jason Terry	PG	Playmaker, Outside Stopper	Outside Scorer

The Mavericks have proven resilient despite losing point guard (and 2005–06 MVP) Steve Nash to the Phoenix Suns. They put on a strong show in last season's playoffs, falling narrowly to the Suns and proving that there's still a lot of talent on the roster.

With the departure of Nash, this is Dirk Nowitzki's team. The soft-shooting German can score from anywhere on the floor, but he needs a bit more help if they hope to make a serious title run in 2005–06. Erick Dampier has shored up the center position with solid play, and Jerry Stackhouse provides firepower from the shooting guard or small forward position.

With speedy Jason Terry on the court, and second-year man Devin Harris waiting in the wings, the Mavericks are solid at the one position, while young Josh Howard has been a pleasant surprise at forward.

Overall Rating

PLAYER	POSITION	RATING
Dirk Nowitzki	PF	86
Jason Terry	PG	80
Michael Finley	SG	78
Josh Howard	SG	77
Jerry Stackhouse	SF	76
Devin Harris	PG	72
Keith Van Horn	PF	71
Darrell Armstrong	PG	69
Marquis Daniels	SF	69
Erick Dampier	C	67
Alan Henderson	PF	61
Tariq Abdul-Wahad	SF	60
Pavel Podkolzin	C	56
DJ Mbenga	C	55

Playing As

Run the offense through Nowitzki; he can score inside and out, so it's difficult to shut him down. Let Jason Terry hit some long-range shots to open up the court, and use him to shut down one of the opponent's guards.

Playing Against

Put a strong post defender on Nowitzki, or better yet, double him when he gets into scoring position. Run a balanced offense, and try not to let Terry disrupt your guards.



Offensive Skills

PLAYER	POSITION	FG	INSIDE	SHOOTING	FT	3 PT	DUNKING	OFF. AWARENESS	DRIBBLING	PASSING
Dirk Nowitzki	PF	91		86	86	80	68	90	59	37
Jason Terry	PG	80		56	84	75	25	87	85	84
Jerry Stackhouse	SF	75		64	84	61	80	79	81	37
Michael Finley	SG	74		60	83	77	75	75	77	35
Keith Van Horn	PF	73		66	81	70	58	77	59	23
Darrell Armstrong	PG	67		51	85	60	0	51	79	75
Marquis Daniels	SF	62		55	73	41	65	73	59	43
Tariq Abdul-Wahad	SF	57		51	46	6	59	54	57	50
Josh Howard	SG	57		63	73	54	81	73	67	21
Erick Dampier	C	50		71	60	0	58	64	23	15
Devin Harris	PG	49		56	75	69	49	70	73	80
Alan Henderson	PF	48		70	53	0	51	43	44	8
DJ Mbenga	C	40		54	62	0	45	65	42	29
Pavel Podkolzin	C	35		70	69	0	50	40	39	21

Intro

Game Modes

Courtside Offensive

Pro Tips

Team Profiles

Drafts

DALLAS MAVERICKS

Defensive Skill

PLAYER	POSITION	STEALING	BLOCKING	DEF. AWARENESS	SPEED	QUICKNESS
Devin Harris	PG	90	25	63	70	75
Marquis Daniels	SF	86	14	59	66	77
Josh Howard	SG	81	32	55	71	78
Jason Terry	PG	80	9	83	86	87
Darrell Armstrong	PG	77	12	75	84	87
Jerry Stackhouse	SF	59	9	65	84	81
Dirk Nowitzki	PF	57	63	59	64	70
Tariq Abdul-Wahad	SF	54	23	55	68	63
Alan Henderson	PF	43	48	65	53	52
Keith Van Horn	PF	43	21	44	70	64
Michael Finley	SG	36	10	78	75	75
Erick Dampier	C	16	79	61	44	48
DJ Mbenga	C	15	65	39	50	45
Pavel Podkolzin	C	15	55	48	45	45

Rebounding

PLAYER	POSITION	OFF. REBOUNDING	DEF. REBOUNDING	JUMPING	STRENGTH
Alan Henderson	PF	87	74	40	68
Erick Dampier	C	79	85	40	79
DJ Mbenga	C	70	75	25	52
Pavel Podkolzin	C	67	72	25	89
Tariq Abdul-Wahad	SF	56	67	55	71
Josh Howard	SG	56	67	77	54
Marquis Daniels	SF	49	47	60	50
Keith Van Horn	PF	47	70	48	67
Darrell Armstrong	PG	28	42	40	45
Dirk Nowitzki	PF	25	89	60	66
Devin Harris	PG	18	32	65	45
Jerry Stackhouse	SF	18	47	61	61
Michael Finley	SG	15	47	70	63
Jason Terry	PG	12	32	50	43

Athletic Skills

PLAYER	POSITION	JUMPING	SPEED	QUICKNESS	STRENGTH	HARDINESS	ENDURANCE
Josh Howard	SG	77	71	78	54	62	71
Michael Finley	SG	70	75	75	63	95	77
Devin Harris	PG	65	70	75	45	60	42
Jerry Stackhouse	SF	61	84	81	61	70	61
Marquis Daniels	SF	60	66	77	50	50	53
Dirk Nowitzki	PF	60	64	70	66	85	83
Tariq Abdul-Wahad	SF	55	68	63	71	30	28
Jason Terry	PG	50	86	87	43	90	68
Keith Van Horn	PF	48	70	64	67	64	54
Darrell Armstrong	PG	40	84	87	45	60	39
Erick Dampier	C	40	44	48	79	88	59
Alan Henderson	PF	40	53	52	68	50	42
DJ Mbenga	C	25	50	45	52	70	9
Pavel Podkolzin	C	25	45	45	89	70	4



OFFICIAL LICENSE

DENVER NUGGETS

Recommended Starters

Earl Boykins	Voshon Lenard	Carmelo Anthony	Kenyon Martin	Marcus Camby
Position PG	Position SG	Position SF	Position PF	Position C
Overall Rating 74	Overall Rating 65	Overall Rating 86	Overall Rating 85	Overall Rating 76

EA SPORTS™ Freestyle Superstar

Name	Position	Default Superstar Types	Possible Other Superstar Types
Carmelo Anthony	SF	Inside Scorer	Outside Scorer
Marcus Camby	C	Inside Stopper	—
Voshon Lenard	SG	Shooter	—
Kenyon Martin	PF	Power	Inside Stopper

The Nuggets were a streaky team last year, capable of going on a white-hot winning run, but just as capable of falling into an inexplicable funk. Coach George Karl has a history of turning teams around in the short term, so perhaps this is a team on the rise. If so, it certainly won't be unexpected; the team is packed to overflowing with talent. It's just a matter of putting it all together.

Carmelo Anthony is the face of the team, but there's so much more to like. They have a strong frontcourt in Kenyon Martin, Marcus Camby, and Brazilian sensation Nene. Andre Miller and Earl Boykins are dynamos at the point. Eduardo Najera provides energy at the forward slot. Perhaps the most uncertain position is shooting guard, where the Nuggets have an array of general players and three-point specialists.

The Nuggets have the tools to go all the way. But will they? It remains to be seen.

Overall Rating

PLAYER	POSITION	RATING
Carmelo Anthony	SF	86
Kenyon Martin	PF	85
Marcus Camby	C	76
Earl Boykins	PG	74
Andre Miller	PG	74
Bryon Russell	SG	70
DerMarr Johnson	SF	69
Julius Hodge	PG	67
Voshon Lenard	SG	65
Eduardo Najera	PF	65
Greg Buckner	SG	63
Francisco Elson	PF	63
Luis Flores	PG	58
Linas Kleiza	PF	56

Playing As

We recommend putting Voshon Lenard in the lineup for his sweet three-point shooting. If you do that and have speedy Earl Boykins run the point, you'll have a versatile backcourt to go with Kenyon Martin's inside power game.

On defense, Camby and Martin are stout interior defenders. Feel free to play aggressive defenses that pressure the outside shooters; even if your man gets broken down, you've got good shot blockers to cover for him.

Playing Against

Contain Kenyon Martin as best you can; if that means double teams, so be it. If Voshon Lenard is on the floor, keep one of your best defenders on him at all times. Run a perimeter attack, because this team is very strong on the inside.

Offensive Skills

PLAYER	POSITION	FG	INSIDE SHOOTING	FT	3 PT	DUNKING	OFF. AWARENESS	DRIBBLING	PASSING
Carmelo Anthony	SF	80	81	79	70	85	87	80	55
Voshon Lenard	SG	80	41	85	85	25	77	67	34
DerMarr Johnson	SF	78	46	79	72	80	76	69	29
Julius Hodge	PG	70	57	68	59	63	52	82	63
Andre Miller	PG	68	60	83	34	5	73	83	87
Earl Boykins	PG	66	49	92	66	0	77	80	84
Kenyon Martin	PF	63	75	64	0	85	77	45	36
Bryon Russell	SG	61	58	79	74	39	56	65	33
Luis Flores	PG	59	57	80	52	58	58	62	32
Marcus Camby	C	58	70	72	0	78	64	46	36
Linas Kleiza	PF	53	47	70	41	40	55	45	42
Greg Buckner	SG	51	54	77	70	10	54	50	42
Eduardo Najera	PF	47	75	63	37	10	56	59	26
Francisco Elson	PF	44	69	56	11	69	49	36	16



DENVER NUGGETS

Defensive Skill

PLAYER	POSITION	STEALING	BLOCKING	DEF. AWARENESS	SPEED	QUICKNESS
Greg Buckner	SG	82	5	64	62	65
Kenyon Martin	PF	80	81	80	66	69
Bryon Russell	SG	78	16	66	61	63
Andre Miller	PG	76	3	74	80	80
Earl Boykins	PG	65	7	61	99	99
Francisco Elson	PF	65	70	54	55	53
DerMarr Johnson	SF	64	23	41	64	62
Eduardo Najera	PF	62	32	64	62	68
Marcus Camby	C	54	95	85	60	62
Voshon Lenard	SG	50	9	64	65	68
Carmelo Anthony	SF	46	18	60	72	70
Julius Hodge	PG	44	22	50	69	66
Luis Flores	PG	40	5	40	57	60
Linas Kleiza	PF	35	17	42	55	55

Rebounding

PLAYER	POSITION	OFF. REBOUNDING	DEF. REBOUNDING	JUMPING	STRENGTH
Eduardo Najera	PF	68	63	45	67
Marcus Camby	C	51	99	59	57
Francisco Elson	PF	51	73	40	61
Kenyon Martin	PF	51	85	85	85
Carmelo Anthony	SF	43	77	80	77
Bryon Russell	SG	39	63	50	63
Greg Buckner	SG	35	49	50	59
Linas Kleiza	PF	34	42	40	63
Julius Hodge	PG	29	46	57	28
DerMarr Johnson	SF	28	46	75	46
Andre Miller	PG	28	43	30	56
Luis Flores	PG	25	30	75	53
Voshon Lenard	SG	17	36	35	56
Earl Boykins	PG	12	25	50	50

Athletic Skills

PLAYER	POSITION	JUMPING	SPEED	QUICKNESS	STRENGTH	HARDINESS	ENDURANCE
Kenyon Martin	PF	85	66	69	85	86	70
Carmelo Anthony	SF	80	72	70	77	80	75
Luis Flores	PG	75	57	60	53	70	11
DerMarr Johnson	SF	75	64	62	46	47	44
Marcus Camby	C	59	60	62	57	35	66
Julius Hodge	PG	57	69	66	28	70	40
Earl Boykins	PG	50	99	99	50	80	62
Greg Buckner	SG	50	62	65	59	62	52
Bryon Russell	SG	50	61	63	63	91	39
Eduardo Najera	PF	45	62	68	67	64	44
Francisco Elson	PF	40	55	53	61	53	37
Linas Kleiza	PF	40	55	55	63	65	45
Voshon Lenard	SG	35	65	68	56	80	32
Andre Miller	PG	30	80	80	56	88	77



OFFICIAL LICENSE

DETROIT PISTONS

Recommended Starters

Chauncey Billups	Richard Hamilton	Tayshaun Prince	Rasheed Wallace	Ben Wallace
Position PG	Position SG	Position SF	Position PF	Position C
Overall Rating 83	Overall Rating 76	Overall Rating 84	Overall Rating 89	Overall Rating 85

EA SPORTS™ Freestyle Superstar

Name	Position	Default Superstar Types	Possible Other Superstar Types
Chauncey Billups	PG	Outside Stopper	Playmaker, Outside Scorer
Tayshaun Prince	SF	Inside Stopper	Outside Stopper
Ben Wallace	C	Power, Inside Stopper	Outside Stopper
Rasheed Wallace	PF	Inside Scorer, Inside Stopper	Power

The Pistons followed up a dominant NBA championship season with a second trip to the finals, capped by an agonizing game-seven loss to the Spurs. This team clearly has all the tools to repeat as champions. It's just a matter of getting everyone on the same page, after the disarray caused by the departure of head coach Larry Brown.

Ben and Rasheed Wallace comprise one of the most dominant frontcourts in the game. Ben

Wallace, once a defensive monster without an offensive game, has made strides to add scoring ability to his already-potent defense, rebounding, and shot-blocking. Rasheed is a truly gifted player, with a sweet outside stroke and a nearly automatic post game. Throw in Richard Hamilton's deadly spot-up shooting, Tayshaun Prince's lanky defense and surprising playmaking, and Chauncey Billups' all-around skill, and it's no wonder the Pistons have been in the finals for the last two seasons. Let's see if they can make it three.



Overall Rating

PLAYER	POSITION	RATING
Rasheed Wallace	PF	89
Ben Wallace	C	85
Tayshaun Prince	SF	84
Chauncey Billups	PG	83
Richard Hamilton	SG	76
Antonio McDyess	PF	72
Lindsey Hunter	SG	70
Carlos Arroyo	PG	65
Elden Campbell	C	63
Ronald Dupree	SG	61
Carlos Delfino	SG	60
Jason Maxiell	PF	60
Horace Jenkins	PG	58
Darvin Ham	SF	56
Darko Milicic	PF	56

Playing As

This is an easy team to play, because everyone's talented. Vary your offense based on the opponent's defense; if they're tough inside, go with the outside game. If they're soft in the middle, go to the Wallaces. Just remember that Richard Hamilton, while a gifted interior shooter, isn't a three-point gunner.

Playing Against

A lesser team can't do much against the Pistons except play them straight up, force them into as many long shots as possible, and hope they're having an off night. You'll need to run crisp offensive plays, because there are enough defensive specialists on the Pistons' roster to foil your one-on-one attempts.

Offensive Skills

PLAYER	POSITION	FG	INSIDE SHOOTING	FT	3 PT	DUNKING	OFF. AWARENESS	DRIBBLING	PASSING
Richard Hamilton	SG	82	60	85	57	69	78	71	61
Chauncey Billups	PG	80	50	89	81	35	88	86	82
Lindsey Hunter	SG	78	42	79	56	30	46	70	54
Rasheed Wallace	PF	77	91	69	70	86	85	32	25
Tayshaun Prince	SF	75	80	80	68	80	85	60	39
Carlos Arroyo	PG	65	48	79	59	0	60	77	86
Elden Campbell	C	62	67	76	0	55	57	48	23
Antonio McDyess	PF	62	74	65	0	60	78	35	18
Ronald Dupree	SG	61	53	61	16	65	60	61	23
Carlos Delfino	SG	60	44	57	60	10	48	63	39
Darvin Ham	SF	60	49	38	0	91	32	35	8
Darko Milicic	PF	56	68	70	0	40	49	50	12
Ben Wallace	C	49	75	42	7	85	51	21	22
Horace Jenkins	PG	46	47	70	40	70	55	60	60
Jason Maxiell	PF	33	65	65	0	50	35	21	35

DETROIT PISTONS

Defensive Skill

PLAYER	POSITION	STEALING	BLOCKING	DEF. AWARENESS	SPEED	QUICKNESS
Lindsey Hunter	SG	87	18	77	77	78
Chauncey Billups	PG	82	3	83	80	86
Carlos Delfino	SG	82	19	58	72	70
Ben Wallace	C	80	83	99	65	85
Carlos Arroyo	PG	54	3	53	73	79
Richard Hamilton	SG	48	5	65	80	78
Antonio McDyess	PF	46	46	64	70	70
Horace Jenkins	PG	44	2	45	65	70
Rasheed Wallace	PF	43	83	85	74	63
Darvin Ham	SF	40	39	62	62	64
Elden Campbell	C	36	28	57	51	52
Tayshaun Prince	SF	33	80	86	65	68
Ronald Dupree	SG	27	34	53	70	70
Jason Maxiell	PF	27	70	60	55	55
Darko Milicic	PF	14	67	55	67	70

Rebounding

PLAYER	POSITION	OFF. REBOUNDING	DEF. REBOUNDING	JUMPING	STRENGTH
Ben Wallace	C	77	91	80	90
Antonio McDyess	PF	74	78	85	71
Elden Campbell	C	57	77	50	85
Ronald Dupree	SG	57	68	60	54
Darvin Ham	SF	56	30	88	72
Rasheed Wallace	PF	51	84	75	86
Jason Maxiell	PF	46	54	70	76
Tayshaun Prince	SF	35	80	75	54
Lindsey Hunter	SG	26	39	65	53
Carlos Delfino	SG	22	47	25	68
Richard Hamilton	SG	19	39	62	44
Horace Jenkins	PG	18	30	65	45
Carlos Arroyo	PG	14	28	40	57
Chauncey Billups	PG	12	40	65	65
Darko Milicic	PF	8	75	35	66

Athletic Skills

PLAYER	POSITION	JUMPING	SPEED	QUICKNESS	STRENGTH	HARDINESS	ENDURANCE
Darvin Ham	SF	88	62	64	72	60	19
Antonio McDyess	PF	85	70	70	71	50	56
Ben Wallace	C	80	65	85	90	90	77
Tayshaun Prince	SF	75	65	68	54	70	81
Rasheed Wallace	PF	75	74	63	86	85	75
Jason Maxiell	PF	70	55	55	76	70	45
Chauncey Billups	PG	65	80	86	65	84	78
Lindsey Hunter	SG	65	77	78	53	61	41
Horace Jenkins	PG	65	65	70	45	61	15
Richard Hamilton	SG	62	80	78	44	85	82
Ronald Dupree	SG	60	70	70	54	55	26
Elden Campbell	C	50	51	52	85	63	24
Carlos Arroyo	PG	40	73	79	57	70	50
Darko Milicic	PF	35	67	70	66	60	19
Carlos Delfino	SG	25	72	70	68	59	32



OFFICIAL LICENSE

GOLDEN STATE WARRIORS

The Warriors have spent much of their recent existence in a sort of basketball purgatory, incapable of holding on to star players or building a genuinely competitive team. That may be changing, though. With last year's acquisition of Derek Fisher, followed by the more recent pickup of Baron Davis, the Warriors suddenly have good depth in the backcourt. Throw in prolific swingman Jason Richardson, and you have a team that's capable of competing at a high level—and indeed, the latter half of the Warrior's last season looked much better than the start.

The Warriors could use some frontcourt help. If they manage that and keep up the intensity displayed at the end of last season, they could conceivably become a bona fide contender.



Recommended Starters

Baron Davis	Jason Richardson	Mike Dunleavy	Troy Murphy	Andris Biedrins
Position PG	Position SG	Position SF	Position PF	Position C
Overall Rating 89	Overall Rating 87	Overall Rating 76	Overall Rating 74	Overall Rating 68

EA SPORTS™ Freestyle Superstar

Name	Position	Default Superstar Types	Possible Other Superstar Types
Jason Richardson	SG	Highflyer	Outside Scorer, Outside Stopper
Baron Davis	PG	Outside Scorer, Outside Stopper	Highflyer, Playmaker

Overall Rating

PLAYER	POSITION	RATING
Baron Davis	PG	89
Jason Richardson	SG	87
Mike Dunleavy	SF	76
Troy Murphy	PF	74
Ike Diogu	PF	72
Derek Fisher	PG	72
Mickael Pietrus	SG	70
Andris Biedrins	C	68
Zarko Cabarkapa	SF	65
Nikoloz Tskitishvili	PF	65
Calbert Cheaney	SG	62
Adonal Foyle	C	57
Chris Taft	PF	54

Playing As

Baron Davis is a natural playmaker and scorer, so run the offense through him as much as possible. Also run plays that get the shooting guard involved, because Jason Richardson is a versatile talent.

Your frontcourt is not your strength, so avoid running too much post-up offense.

Playing Against

Play close on the guards and encourage the Warriors to try a post game. On offense, punch the ball inside, even if your post scorers are nothing special. You're likely to have success in there.



Offensive Skills

PLAYER	POSITION	FG	INSIDE SHOOTING	FT	3 PT	DUNKING	OFF. AWARENESS	DRIBBLING	PASSING
Baron Davis	PG	85	56	73	79	89	87	88	92
Jason Richardson	SG	80	53	69	75	94	87	80	50
Derek Fisher	PG	79	45	86	76	10	75	74	65
Mike Dunleavy	SF	76	52	77	76	52	78	77	68
Calbert Cheaney	SG	67	50	64	60	33	49	68	32
Nikoloz Tskitishvili	PF	67	64	79	27	58	43	53	21
Zarko Cabarkapa	SF	66	47	81	65	61	79	51	25
Troy Murphy	PF	64	71	73	66	62	76	56	19
Mickael Pietrus	SG	60	45	69	74	82	77	70	29
Andris Biedrins	C	51	68	47	0	60	54	38	14
Ike Diogu	PF	51	71	79	15	70	59	49	30
Chris Taft	PF	49	61	58	0	45	40	41	22
Adonal Foyle	C	23	43	55	0	65	38	18	15

GOLDEN STATE WARRIORS

Defensive Skill

PLAYER	POSITION	STEALING	BLOCKING	DEF. AWARENESS	SPEED	QUICKNESS
Baron Davis	PG	83	12	83	90	91
Jason Richardson	SG	81	18	81	82	86
Nikoloz Tskitishvili	PF	65	81	32	63	63
Derek Fisher	PG	62	1	68	79	70
Mickael Pietrus	SG	62	21	50	71	62
Andris Biedrins	C	56	82	65	59	61
Mike Dunleavy	SF	56	16	50	63	58
Troy Murphy	PF	40	21	51	68	58
Zarko Cabarkapa	SF	38	16	31	63	63
Calbert Cheaney	SG	32	25	58	66	62
Ike Diogu	PF	29	70	59	60	58
Adonal Foyle	C	27	93	38	49	44
Chris Taft	PF	19	42	40	64	55

Rebounding

PLAYER	POSITION	OFF. REBOUNDING	DEF. REBOUNDING	JUMPING	STRENGTH
Andris Biedrins	C	82	82	50	65
Troy Murphy	PF	76	88	45	68
Adonal Foyle	C	73	75	40	81
Zarko Cabarkapa	SF	58	71	59	62
Ike Diogu	PF	55	60	60	70
Chris Taft	PF	45	50	50	63
Mike Dunleavy	SF	44	68	44	63
Nikoloz Tskitishvili	PF	43	70	50	55
Mickael Pietrus	SG	39	49	80	56
Jason Richardson	SG	36	57	97	65
Calbert Cheaney	SG	26	50	46	58
Baron Davis	PG	15	47	85	69
Derek Fisher	PG	12	42	50	55

Athletic Skills

PLAYER	POSITION	JUMPING	SPEED	QUICKNESS	STRENGTH	HARDINESS	ENDURANCE
Jason Richardson	SG	97	82	86	65	53	80
Baron Davis	PG	85	90	91	69	55	69
Mickael Pietrus	SG	80	71	62	56	50	48
Ike Diogu	PF	60	60	58	70	75	75
Zarko Cabarkapa	SF	59	63	63	62	50	28
Andris Biedrins	C	50	59	61	65	70	28
Derek Fisher	PG	50	79	70	55	91	67
Chris Taft	PF	50	64	55	63	70	40
Nikoloz Tskitishvili	PF	50	63	63	55	43	18
Calbert Cheaney	SG	46	66	62	58	90	41
Troy Murphy	PF	45	68	58	68	60	73
Mike Dunleavy	SF	44	63	58	63	75	72
Adonal Foyle	C	40	49	44	81	45	53



HOUSTON ROCKETS



Recommended Starters

David Wesley	Bob Sura	Tracy McGrady	Juwan Howard	Yao Ming
Position PG	Position SG	Position SF	Position PF	Position PF
Overall Rating 71	Overall Rating 73	Overall Rating 93	Overall Rating 69	Overall Rating 87

EA SPORTS™ Freestyle Superstar

Name	Position	Default Superstar Types	Possible Other Superstar Types
Tracy McGrady	SF	Outside Scorer, Outside Stopper	Highflyer, Playmaker, Inside Scorer, Shooter
Yao Ming	C	Inside Scorer, Inside Stopper	—

The Rockets have one of the league's most unique—and dominant—players in seven-foot-six behemoth Yao Ming. When they added explosive scorer Tracy McGrady to the mix last season, many thought the Rockets were headed for postseason greatness.

Unfortunately for the Rockets, those predictions didn't pan out. McGrady looked a tad uncomfortable on his new team, and the group never seemed to find the right rhythm. They made it to the playoffs but made a quick exit and found themselves looking for answers.

The Rockets remain a fascinating enigma. With two of the league's true Superstars on the roster, they seem to have limitless potential. It remains to be seen, though, whether they can put it all together and contend for a title. They recently added Mike James to shore up their backcourt (a good start), and Dikembe Mutombo has been a surprisingly effective stopgap when Yao is on the bench. But Yao tends to wear down (not surprising considering his size), Mutombo is at the end of his career, and the Rockets may need to add some depth to their frontcourt if they want to take the next step.



Overall Rating

PLAYER POSITION RATING

Tracy McGrady	SF	93
Yao Ming	C	87
Stromile Swift	C	78
Bob Sura	SG	73
David Wesley	PG	71
Juwan Howard	PF	69
Mike James	PG	68
Dikembe Mutombo	C	67
Jon Barry	SG	64
Charlie Ward	PG	63
Clarence Weatherspoon	PF	62
Moochie Norris	PG	61
Luther Head	SG	60
Vin Baker	C	57
Ryan Bowen	SF	56

Playing As

You have a great offensive tandem in McGrady and Yao. Keep the ball in McGrady's hands as much as possible; he can double as another point guard and run the offense. Yao is powerful, but his game is strictly inside, so feed him the ball when he's in good position.

You can swap out point guards and shooting guards depending on your needs; Bob Sura is more of a penetrator, for example, while Jon Barry gives you more three-point range.

Playing Against

Play your best outside defender on McGrady, and consider doubling Yao in the post. A swarming defense that takes away easy post looks isn't a bad idea. McGrady will get his points, so try to shut down the others.

On offense, run a balanced attack and concentrate on the long or mid-range game. Yao can be disruptive down low.

Offensive Skills

PLAYER	POSITION	FG	INSIDE SHOOTING	FT	3 PT	DUNKING	OFF. AWARENESS	DRIBBLING	PASSING
Tracy McGrady	SF	86	80	85	80	93	91	85	80
Yao Ming	C	82	87	78	33	60	87	55	69
Jon Barry	SG	79	35	87	78	0	57	69	53
Luther Head	SG	69	45	77	65	18	42	60	67
Mike James	PG	68	42	75	79	0	77	69	68
Moochie Norris	PG	68	36	83	0	0	48	72	51
David Wesley	PG	68	57	85	73	0	64	79	46
Juwan Howard	PF	63	79	84	0	73	68	49	28
Bob Sura	SG	62	46	75	65	55	62	66	82
Charlie Ward	PG	61	47	74	71	0	40	75	57
Vin Baker	C	59	73	73	0	58	32	49	23
Dikembe Mutombo	C	59	79	74	0	55	49	31	2
Clarence Weatherspoon	PF	58	62	82	0	58	44	50	15
Stromile Swift	C	55	69	75	0	90	71	47	15
Ryan Bowen	SF	52	65	66	33	45	35	42	14

Intro
Pro Tips

Game Modes
Team Profiles

Courtside Offensive
Drafts

HOUSTON ROCKETS

Defensive Skill

PLAYER	POSITION	STERLING	BLOCKING	DEF. AWARENESS	SPEED	QUICKNESS
Moochie Norris	PG	82	9	60	82	70
Tracy McGrady	SF	81	25	82	85	85
Charlie Ward	PG	75	0	68	75	73
Jon Barry	SG	72	9	57	66	60
Ryan Bowen	SF	68	12	73	63	60
Mike James	PG	64	3	54	74	74
David Wesley	PG	62	3	77	80	75
Bob Sura	SG	60	5	59	73	77
Stromile Swift	C	57	85	83	80	58
Luther Head	SG	42	30	50	65	60
Juwan Howard	PF	35	3	66	64	61
Clarence Weatherspoon	PF	30	18	45	59	62
Yao Ming	C	24	83	82	58	66
Dikembe Mutombo	C	24	85	88	48	48
Vin Baker	C	17	30	50	55	52

Rebounding

PLAYER	POSITION	OFF. REBOUNDING	DEF. REBOUNDING	JUMPING	STRENGTH
Dikembe Mutombo	C	82	80	35	74
Yao Ming	C	68	82	45	86
Vin Baker	C	67	56	40	71
Juwan Howard	PF	63	70	60	63
Stromile Swift	C	57	80	85	63
Clarence Weatherspoon	PF	53	77	50	90
Bob Sura	SG	32	70	55	51
Ryan Bowen	SF	28	47	65	57
Moochie Norris	PG	22	53	50	48
Luther Head	SG	21	24	40	45
Tracy McGrady	SF	16	68	90	50
Jon Barry	SG	14	46	40	57
Mike James	PG	14	49	50	49
Charlie Ward	PG	12	47	42	47
David Wesley	PG	9	36	65	60

Athletic Skills

PLAYER	POSITION	JUMPING	SPEED	QUICKNESS	STRENGTH	HARDINESS	ENDURANCE
Tracy McGrady	SF	90	85	85	50	70	86
Stromile Swift	C	85	80	58	63	68	49
Ryan Bowen	SF	65	63	60	57	50	29
David Wesley	PG	65	80	75	60	85	76
Juwan Howard	PF	60	64	61	63	78	58
Bob Sura	SG	55	73	77	51	60	67
Mike James	PG	50	74	74	49	85	58
Moochie Norris	PG	50	82	70	48	80	24
Clarence Weatherspoon	PF	50	59	62	90	82	30
Yao Ming	C	45	58	66	86	90	83
Charlie Ward	PG	42	75	73	47	58	47
Vin Baker	C	40	55	52	71	55	18
Jon Barry	SG	40	66	60	57	70	51
Luther Head	SG	40	65	60	45	75	40
Dikembe Mutombo	C	35	48	48	74	55	42



INDIANA PACERS

Recommended Starters

Jamaal Tinsley	Stephen Jackson	Ron Artest	Jermaine O'Neal	David Harrison
Position PG	Position SG	Position SF	Position PF	Position C
Overall Rating 76	Overall Rating 70	Overall Rating 85	Overall Rating 86	Overall Rating 64



EA SPORTS™ Freestyle Superstar

Name	Position	Default Superstar Types	Possible Other Superstar Types
Ron Artest	SF	Outside Stopper	—
Jermaine O'Neal	PF	Inside Scorer, Inside Stopper	Power
Jamaal Tinsley	PG	Playmaker	Outside Stopper

The Pacers were on track to push deep into the playoffs, but with the loss of one-time Defensive Player of the Year Ron Artest, the team just wasn't the same.

Artest is back, and the Pacers once again seem to be favorably positioned. With a potent mix of young players (such as seven-foot David Harrison), seasoned veterans (like Jeff Foster and Stephen Jackson), and a legitimate Superstar in Jermaine O'Neal, the Pacers are definitely back in the hunt. Reggie Miller is no longer the franchise's front man, but the Pacers organization has done a great job of building a potent team around O'Neal.

Overall Rating

PLAYER	POSITION	RATING
Jermaine O'Neal	PF	86
Ron Artest	SF	85
Jamaal Tinsley	PG	76
Fred Jones	SG	71
Stephen Jackson	SF	70
Jonathan Bender	PF	69
Danny Granger	SF	69
Austin Croshere	SF	66
Anthony Johnson	PG	65
Eddie Gill	PG	64
David Harrison	C	64
Jeff Foster	C	63
James Jones	SF	62
Scot Pollard	PF	62
John Edwards	C	54

Playing As

You've got a good mix of players who can put the ball in the basket, though a lot of your offense will come from the paint. Use Stephen Jackson's range to loosen up the defense a bit.

Use O'Neal to disrupt opposing offenses, forcing them into long, low-percentage shots.

Playing Against

A defense that floods the paint with defenders is a good choice, if you keep an eye on Jackson while he roves the perimeter.

On offense, run sets for your guards. The Pacers are unique in that their big men are their best defenders.



Offensive Skills

PLAYER	POSITION	FG	INSIDE SHOOTING	FT	3 PT	DUNKING	OFF. AWARENESS	DRIBBLING	PASSING
Jermaine O'Neal	PF	80	90	75	10	85	88	44	45
Ron Artest	SF	75	80	92	65	69	85	69	36
Austin Croshere	SF	71	49	88	58	57	67	54	25
Stephen Jackson	SF	69	53	82	80	50	80	61	32
Jonathan Bender	PF	66	72	83	61	86	81	55	17
Eddie Gill	PG	60	26	87	66	0	49	67	39
Anthony Johnson	PG	57	43	75	64	0	57	67	84
Danny Granger	SF	56	60	75	50	65	55	58	31
Jamaal Tinsley	PG	54	47	74	74	0	81	86	87
Jeff Foster	C	51	55	63	0	61	51	30	12
Fred Jones	SG	51	35	85	71	88	68	66	42
James Jones	SF	51	43	85	77	64	52	54	21
Scot Pollard	PF	42	72	67	0	62	41	20	9
John Edwards	C	38	58	70	15	47	40	33	24
David Harrison	C	37	72	57	0	68	65	30	7

Intro

Game Modes

Courtside Offensive

Pro Tips

Team Profiles

Drafts

INDIANA PACERS

Defensive Skill

PLAYER	POSITION	STEALING	BLOCKING	DEF. AWARENESS	SPEED	QUICKNESS
Jamaal Tinsley	PG	88	14	82	81	85
Eddie Gill	PG	86	7	53	79	84
Ron Artest	SF	85	32	90	65	85
Stephen Jackson	SF	64	10	53	70	72
Danny Granger	SF	62	58	59	62	61
Scot Pollard	PF	62	43	75	48	41
Anthony Johnson	PG	60	12	64	71	74
Jeff Foster	C	52	10	49	51	49
Austin Croshere	SF	48	14	59	59	52
Fred Jones	SG	48	21	50	65	65
James Jones	SF	41	32	45	65	54
David Harrison	C	38	86	52	57	60
Jonathan Bender	PF	34	67	31	63	68
Jermaine O'Neal	PF	28	80	82	69	75
John Edwards	C	19	17	39	45	44

Rebounding

PLAYER	POSITION	OFF. REBOUNDING	DEF. REBOUNDING	JUMPING	STRENGTH
Jeff Foster	C	84	89	50	66
Scot Pollard	PF	73	71	50	79
John Edwards	C	68	72	45	83
Danny Granger	SF	51	58	50	61
David Harrison	C	50	60	60	69
Austin Croshere	SF	44	73	50	68
Jermaine O'Neal	PF	44	85	80	85
Jonathan Bender	PF	27	60	50	52
James Jones	SF	23	53	50	55
Ron Artest	SF	21	67	56	79
Stephen Jackson	SF	19	60	50	57
Jamaal Tinsley	PG	15	54	50	51
Anthony Johnson	PG	14	43	40	48
Eddie Gill	PG	12	49	65	53
Fred Jones	SG	11	47	92	68

Athletic Skills

PLAYER	POSITION	JUMPING	SPEED	QUICKNESS	STRENGTH	HARDINESS	ENDURANCE
Fred Jones	SG	92	65	65	68	70	66
Jermaine O'Neal	PF	80	69	75	85	85	69
Eddie Gill	PG	65	79	84	53	64	39
David Harrison	C	60	57	60	69	70	39
Ron Artest	SF	56	65	85	79	85	74
Jonathan Bender	PF	50	63	68	52	70	24
Austin Croshere	SF	50	59	52	68	45	58
Jeff Foster	C	50	51	49	66	85	57
Danny Granger	SF	50	62	61	61	65	40
Stephen Jackson	SF	50	70	72	57	50	72
James Jones	SF	50	65	54	55	65	46
Scot Pollard	PF	50	48	41	79	58	40
Jamaal Tinsley	PG	50	81	85	51	75	64
John Edwards	C	45	45	44	83	70	14
Anthony Johnson	PG	40	71	74	48	69	61



LOS ANGELES CLIPPERS

The Clippers have long been a bastion of basketball misery, playing a distant second fiddle to the wildly successful Lakers. The seeds of potential change are present, though: talented players such as Corey Maggette, Elton Brand, and Marko Jaric are already on hand, and relative newcomer Shaun Livingston may very well blossom into a top-tier guard. If the Clippers can keep their nucleus intact, and perhaps add a few key pieces through the draft or free agency, they might stand a chance in the traditionally tough Western Conference.



Recommended Starters

Marko Jaric	Corey Maggette	Cuttino Mobley	Elton Brand	Chris Wilcox
Position PG	Position SG	Position SF	Position PF	Position C
Overall Rating 71	Overall Rating 84	Overall Rating 76	Overall Rating 86	Overall Rating 71

EA SPORTS™ Freestyle Superstar

Name	Position	Default Superstar Types	Possible Other Superstar Types
Elton Brand	PF	Inside Scorer, Inside Stopper	—
Corey Maggette	SG	Highflyer	Outside Scorer, Inside Scorer



Overall Rating

PLAYER	POSITION	RATING
Elton Brand	PF	86
Corey Maggette	SG	84
Cuttino Mobley	SG	76
Bobby Simmons	SF	72
Marko Jaric	PG	71
Shaun Livingston	PG	71
Chris Wilcox	C	71
Chris Kaman	C	69
Zeljko Rebraca	C	65
Mikki Moore	PF	59
Lionel Chalmers	PG	58
Quinton Ross	SF	56

Playing As

The Clippers can put a decent offensive team on the floor. Shooting isn't a specialty, but inside play is—so work the low post with Elton Brand, and look for cutting opportunities for Corey Maggette. Marko Jaric is a talented distributor, so look to thread the needle with accurate passes.

Playing Against

The Clippers are not particularly strong on defense, so a solid man-to-man or pack-it-in zone should work equally well. Try to force perimeter shots.

Elton Brand is a strong post defender—but overall, the Clippers are not a shut-down defensive team. Run your offense and play to your team's strengths, and you'll be okay.

Offensive Skills

PLAYER	POSITION	FG	INSIDE SHOOTING	FT	3 PT	DUNKING	OFF. AWARENESS	DRIBBLING	PASSING
Elton Brand	PF	82	87	75	0	79	85	50	53
Corey Maggette	SG	80	80	85	58	92	87	80	54
Cuttino Mobley	SG	74	42	81	84	65	77	71	37
Marko Jaric	PG	67	56	71	69	12	66	71	85
Lionel Chalmers	PG	66	49	62	59	50	48	59	57
Bobby Simmons	SF	65	56	84	64	58	75	54	35
Chris Kaman	C	55	65	66	0	70	67	45	21
Zeljko Rebraca	C	55	68	85	0	72	68	28	12
Chris Wilcox	C	52	60	61	0	86	75	44	18
Shaun Livingston	PG	47	56	74	33	60	71	75	85
Quinton Ross	SF	46	47	67	20	40	44	60	30
Mikki Moore	PF	44	54	78	11	67	64	27	18

Intro

Game Modes

Courtside Offensive

Pro Tips

Team Profiles

Drafts

LOS ANGELES CLIPPERS

Defensive Skill

PLAYER	POSITION	STEALING	BLOCKING	DEF. AWARENESS	SPEED	QUICKNESS
Marko Jaric	PG	83	16	38	72	78
Shaun Livingston	PG	72	21	58	81	80
Bobby Simmons	SF	68	9	67	62	59
Cuttino Mobley	SG	56	19	65	83	83
Quinton Ross	SF	56	19	45	65	70
Lionel Chalmers	PG	54	0	43	61	61
Corey Maggette	SG	52	3	54	80	74
Chris Wilcox	C	46	69	68	69	57
Elton Brand	PF	36	80	82	60	64
Chris Kaman	C	28	66	53	59	57
Mikki Moore	PF	28	43	54	46	53
Zeljko Rebraca	C	25	68	47	47	42

Rebounding

PLAYER	POSITION	OFF. REBOUNDING	DEF. REBOUNDING	JUMPING	STRENGTH
Elton Brand	PF	74	83	65	85
Chris Kaman	C	65	80	65	79
Mikki Moore	PF	65	67	71	55
Chris Wilcox	C	50	77	85	60
Zeljko Rebraca	C	42	72	60	73
Bobby Simmons	SF	36	60	67	71
Quinton Ross	SF	28	47	55	45
Corey Maggette	SG	22	70	92	67
Shaun Livingston	PG	21	43	60	33
Cuttino Mobley	SG	14	40	75	62
Marko Jaric	PG	9	44	48	60
Lionel Chalmers	PG	7	32	45	47

Athletic Skills

PLAYER	POSITION	JUMPING	SPEED	QUICKNESS	STRENGTH	HARDINESS	ENDURANCE
Corey Maggette	SG	92	80	74	67	82	77
Chris Wilcox	C	85	69	57	60	62	43
Cuttino Mobley	SG	75	83	83	62	72	76
Mikki Moore	PF	71	46	53	55	35	42
Bobby Simmons	SF	67	62	59	71	58	80
Elton Brand	PF	65	60	64	85	72	81
Chris Kaman	C	65	59	57	79	59	57
Shaun Livingston	PG	60	81	80	33	60	63
Zeljko Rebraca	C	60	47	42	73	87	39
Quinton Ross	SF	55	65	70	45	61	52
Marko Jaric	PG	48	72	78	60	80	67
Lionel Chalmers	PG	45	61	61	47	85	28



OFFICIAL LICENSE

LOS ANGELES LAKERS

Recommended Starters

Sasha Vujacic	Kobe Bryant	Devean George	Lamar Odom	Kwame Brown
Position PG	Position SG	Position SF	Position PF	Position C
Overall Rating 62	Overall Rating 95	Overall Rating 71	Overall Rating 81	Overall Rating 74

EA SPORTS™ Freestyle Superstar

Name	Position	Default Superstar Types	Possible Other Superstar Types
Kobe Bryant	SG	Outside Scorer, Outside Stopper	Highflyer, Playmaker, Inside Scorer, Shooter

The Lakers' recent lock on NBA Championship hardware was nothing new for the much-storied franchise. What was new, however, was a disappointing 2004–05 season in which the Lakers missed the playoffs.

Fear not, Lakers faithful: this season looks to be a definite improvement. Phil Jackson has returned as head coach, and the Zen Master is likely to work his particular brand of magic once again. In particular, he needs to ensure that Kobe Bryant doesn't assume too much of the load. Talented scorer Lamar Odom needs to get more involved, as does the host of role-players that currently populates the Lakers' bench. While it looks like the Lakers have a ways to go before reclaiming their

former glory (no mean feat when you lose Shaquille O'Neal), it's never wise to discount Jackson—or the Lakers. You simply get the sense that they'll find a way back to the top.

Overall Rating

PLAYER	POSITION	RATING
Kobe Bryant	SG	95
Lamar Odom	PF	81
Kwame Brown	C	74
Devean George	SG	71
Jumaine Jones	SF	70
Brian Grant	C	66
Luke Walton	SF	65
Brian Cook	PF	64
Chris Mihm	C	64
Laron Profit	SF	62
Sasha Vujacic	SG	62
Andrew Bynum	C	59
Ronny Turiaf	PF	59
Von Wafer	SG	59
Slava Medvedenko	PF	58

Playing As

The Lakers don't have clear-cut starters for every slot; they either need to play people out of position or put less-talented players on the floor. Bryant, Odom, and Brown are the only gimmes, while the other two positions are up to you.

Run as much offense as possible through Kobe. He's one of those rare players who can do just about everything, so your options are considerable when the ball is in his hands. The rest of the team is not loaded with shooters, so look for midrange or interior looks when Kobe doesn't have the ball.

Playing Against

Stop Kobe and you've got a good chance of stopping the Lakers. Nobody else is a legitimate star, though you should pay attention to Lamar Odom as well.

On offense, the same plan is effective: run your plays away from Kobe. Keeping him out of the equation markedly improves your chances for success.

Offensive Skills

PLAYER	POSITION	FG	INSIDE SHOOTING	FT	3 PT	DUNKING	OFF. AWARENESS	DRIBBLING	PASSING
Kobe Bryant	SG	87	80	85	80	95	91	88	80
Devean George	SG	69	62	76	63	70	68	65	45
Brian Grant	C	65	55	72	0	69	43	42	14
Lamar Odom	PF	64	75	69	64	71	74	75	70
Von Wafer	SG	64	44	68	64	59	45	69	54
Jumaine Jones	SF	62	55	73	80	74	59	55	16
Kwame Brown	C	60	78	61	0	77	60	48	21
Luke Walton	SF	59	62	70	56	40	48	54	69
Slava Medvedenko	PF	57	68	82	0	58	73	43	14
Ronny Turiaf	PF	53	63	72	18	64	40	42	22
Laron Profit	SF	52	55	64	46	20	60	70	42
Brian Cook	PF	49	62	75	60	42	65	55	15
Chris Mihm	C	45	65	67	0	58	75	33	12
Sasha Vujacic	SG	41	56	77	61	34	48	65	61
Andrew Bynum	C	32	70	55	0	70	52	33	12



Intro

Game Modes

Courtside Offensive

Pro Tips

Team Profiles

Drafts

LOS ANGELES LAKERS

Defensive Skill

PLAYER	POSITION	STEALING	BLOCKING	DEF. AWARENESS	SPEED	QUICKNESS
Kobe Bryant	SG	80	20	80	87	90
Laron Profit	SF	67	18	51	67	68
Luke Walton	SF	60	21	30	57	62
Sasha Vujacic	SG	54	7	53	60	70
Kwame Brown	C	49	59	66	70	74
Devean George	SG	48	9	39	69	69
Jumaine Jones	SF	43	19	54	59	68
Von Wafer	SG	40	2	36	68	65
Brian Cook	PF	38	37	43	59	59
Slava Medvedenko	PF	38	7	55	51	43
Brian Grant	C	36	32	78	65	61
Lamar Odom	PF	27	40	59	74	68
Andrew Bynum	C	21	55	52	54	55
Chris Mihm	C	12	80	54	47	40
Ronny Turiaf	PF	12	52	45	55	50

Rebounding

PLAYER	POSITION	OFF. REBOUNDING	DEF. REBOUNDING	JUMPING	STRENGTH
Kwame Brown	C	76	79	71	70
Chris Mihm	C	76	76	50	78
Brian Grant	C	70	71	55	77
Lamar Odom	PF	61	90	72	69
Slava Medvedenko	PF	58	60	40	73
Luke Walton	SF	57	60	50	57
Andrew Bynum	C	50	58	45	72
Brian Cook	PF	46	71	50	65
Jumaine Jones	SF	46	76	60	57
Laron Profit	SF	44	64	50	54
Ronny Turiaf	PF	41	66	45	65
Devean George	SG	33	68	68	70
Sasha Vujacic	SG	25	64	55	44
Kobe Bryant	SG	23	57	95	60
Von Wafer	SG	21	24	55	45

Athletic Skills

PLAYER	POSITION	JUMPING	SPEED	QUICKNESS	STRENGTH	HARDINESS	ENDURANCE
Kobe Bryant	SG	95	87	90	60	85	84
Lamar Odom	PF	72	74	68	69	52	69
Kwame Brown	C	71	70	74	70	60	46
Devean George	SG	68	69	69	70	80	38
Jumaine Jones	SF	60	59	68	57	77	57
Brian Grant	C	55	65	61	77	69	42
Sasha Vujacic	SG	55	60	70	44	70	27
Von Wafer	SG	55	68	65	45	65	35
Brian Cook	PF	50	59	59	65	70	40
Chris Mihm	C	50	47	40	78	45	58
Laron Profit	SF	50	67	68	54	60	26
Luke Walton	SF	50	57	62	57	72	34
Andrew Bynum	C	45	54	55	72	75	55
Ronny Turiaf	PF	45	55	50	65	70	40
Slava Medvedenko	PF	40	51	43	73	57	25



OFFICIAL LICENSE

MEMPHIS GRIZZLIES

The Grizzlies, coached by diminutive dynamo Mike Fratello, are an interesting collection of players that has changed a lot from last season. They're still led by Spanish sensation Pau Gasol, but point guard Bobby Jackson has entered the mix. Shooting guard Mike Miller remains, but swingman Eddie Jones now supports the lineup.

The Grizzlies lack a truly dominant presence (though Gasol comes close), but nonetheless made the playoffs last season and hope to do so again. It will be interesting to see how this year's team builds on the successes of last year.



Recommended Starters

Bobby Jackson	Mike Miller	Eddie Jones	Pau Gasol	Lorenzen Wright
Position PG	Position SG	Position SF	Position PF	Position C
Overall Rating 73	Overall Rating 74	Overall Rating 74	Overall Rating 83	Overall Rating 70

EA SPORTS™ Freestyle Superstar

Name	Position	Default Superstar Types	Possible Other Superstar Types
Pau Gasol	PF	Inside Scorer	Inside Stopper
Mike Miller	SG	Shooter	—

Overall Rating

PLAYER	POSITION	RATING
Pau Gasol	PF	83
Shane Battier	SF	74
Eddie Jones	SF	74
Mike Miller	SG	74
Bobby Jackson	PG	73
Lorenzen Wright	C	70
Brian Cardinal	PF	65
Hakim Warrick	PF	64
Dahntay Jones	SG	63
Raul Lopez	PG	63
Antonio Burks	PG	58
Jake Tsakalidis	C	58
Lawrence Roberts	PF	55

Playing As

You've got good shooting across the lineup, so look to fire up shots. Run the offense through Pau Gasol, but don't be afraid to distribute the ball. With Miller and Jones on the floor, you have several capable scorers.

Try to play solid position defense, because you don't have a lot of stopping power. Force midrange to long shots if possible, and focus on rebounding.

Playing Against

Clamp down on Gasol, ideally with a strong post player. But don't pack into a lane-clogging zone, because Memphis has the shooter to make you pay.

On offense, just run your stuff. There's nobody in particular that you have to avoid.



Offensive Skills

PLAYER	POSITION	FG	INSIDE SHOOTING	FT	3 PT	DUNKING	OFF. AWARENESS	DRIBBLING	PASSING
Pau Gasol	PF	80	85	76	12	71	85	58	36
Mike Miller	SG	80	64	85	85	50	76	65	46
Eddie Jones	SF	75	55	80	76	80	67	66	36
Bobby Jackson	PG	73	54	86	74	34	81	70	53
Shane Battier	SF	70	57	78	67	56	59	60	23
Raul Lopez	PG	61	43	81	74	0	59	62	92
Lorenzen Wright	C	61	73	66	0	75	64	35	18
Antonio Burks	PG	60	35	67	42	24	64	55	61
Brian Cardinal	PF	58	53	87	66	58	68	49	37
Dahntay Jones	SG	45	58	68	70	80	68	53	15
Hakim Warrick	PF	43	65	66	23	90	43	43	30
Jake Tsakalidis	C	41	67	67	0	64	52	35	16
Lawrence Roberts	PF	38	58	65	8	55	33	35	34

MEMPHIS GRIZZLIES

Defensive Skill

PLAYER	POSITION	STEALING	BLOCKING	DEF. AWARENESS	SPEED	QUICKNESS
Brian Cardinal	PF	88	19	42	50	49
Antonio Burks	PG	87	7	40	70	75
Raul Lopez	PG	76	9	43	80	70
Shane Battier	SF	65	48	70	68	65
Eddie Jones	SF	54	21	74	73	75
Bobby Jackson	PG	48	5	74	90	90
Lorenzen Wright	C	46	48	61	64	62
Mike Miller	SG	43	16	55	76	60
Hakim Warrick	PF	38	30	44	68	66
Pau Gasol	PF	36	82	80	70	68
Dahntay Jones	SG	36	27	40	74	70
Lawrence Roberts	PF	30	49	30	55	51
Jake Tsakalidis	C	19	80	49	45	39

Rebounding

PLAYER	POSITION	OFF. REBOUNDING	DEF. REBOUNDING	JUMPING	STRENGTH
Lorenzen Wright	C	61	83	50	65
Jake Tsakalidis	C	60	65	50	88
Pau Gasol	PF	58	80	60	63
Shane Battier	SF	50	53	60	58
Hakim Warrick	PF	48	53	85	41
Lawrence Roberts	PF	40	60	55	60
Brian Cardinal	PF	35	58	25	73
Bobby Jackson	PG	33	60	57	48
Dahntay Jones	SG	12	46	75	56
Mike Miller	SG	12	61	60	57
Eddie Jones	SF	9	68	65	50
Raul Lopez	PG	9	32	45	34
Antonio Burks	PG	2	26	38	56

Athletic Skills

PLAYER	POSITION	JUMPING	SPEED	QUICKNESS	STRENGTH	HARDINESS	ENDURANCE
Hakim Warrick	PF	85	68	66	41	75	45
Dahntay Jones	SG	75	74	70	56	62	32
Eddie Jones	SF	65	73	75	50	50	78
Shane Battier	SF	60	68	65	58	69	71
Pau Gasol	PF	60	70	68	63	90	67
Mike Miller	SG	60	76	60	57	80	67
Bobby Jackson	PG	57	90	90	48	55	42
Lawrence Roberts	PF	55	55	51	60	65	40
Jake Tsakalidis	C	50	45	39	88	32	21
Lorenzen Wright	C	50	64	62	65	70	66
Raul Lopez	PG	45	80	70	34	67	35
Antonio Burks	PG	38	70	75	56	65	20
Brian Cardinal	PF	25	50	49	73	53	54

MIAMI HEAT

Recommended Starters

Jason Williams	Dwyane Wade	Antoine Walker	Udonis Haslem	Shaquille O'Neal
Position PG	Position SG	Position SF	Position PF	Position C
Overall Rating 73	Overall Rating 91	Overall Rating 78	Overall Rating 69	Overall Rating 90

EA SPORTS™ Freestyle Superstar

Name	Position	Default Superstar Types	Possible Other Superstar Types
Shaquille O'Neal	C	Power	Inside Stopper
Dwyane Wade	SG	Highflyer, Outside Stopper	Playmaker, Outside Scorer, Inside Scorer
Jason Williams	PG	Playmaker	—

With a single trade, the Heat went from decent team to title contender. That trade, of course, sent several good players to the Lakers in exchange for Shaquille O'Neal. Cleverly, the Heat managed to retain dynamic scorer Dwyane Wade instead of shipping him to the Lakers in the trade, thereby forming one of the league's most formidable one-two punches. Backup center Alonzo Mourning also rejoined his former team, filling in admirably for O'Neal when the big guy was resting or injured.

The Heat took the former NBA-champion Pistons to the wire in last year's playoffs but came up just a smidgen short. Nagging injuries to O'Neal and Wade may have been their undoing, particularly in the series' final game.

Overall Rating

PLAYER	POSITION	RATING
Dwyane Wade	SG	91
Shaquille O'Neal	C	90
Antoine Walker	PF	78
Jason Williams	PG	73
Alonzo Mourning	C	72
James Posey	SF	72
Udonis Haslem	PF	69
Dorell Wright	SG	68
Shandon Anderson	SF	66
Damon Jones	PG	66
Steve Smith	SF	63
Andre Emmett	SG	60
Wang Zhizhi	C	58
Michael Doleac	C	57

O'Neal isn't getting any younger, but if he can stay healthy, the Heat will be title contenders again this year. He'll be aided this year by talented scorer Antoine Walker and Jason Williams, who will add playmaking ability at the point.

Playing As

Though the number of Freestyle Superstars isn't overwhelming, the Heat now has good talent at all positions. In particular, Antoine Walker has excellent scoring ability.

With Shaq in the lineup, you can feast on points in the paint. The presence of Wade makes the Heat dynamic and unpredictable and makes it impossible to key too much on Shaq. Let Williams run the plays, but look for Shaq or Wade when it comes time to take the shot.

Playing Against

Jason Williams is a talented playmaker but not a prolific scorer, so sag off of him on defense. Focus on Shaq and Dwyane Wade. Since Shaq is so powerful, you must prevent him from catching the ball too deep in the paint—because if he does, it's all over. Consider fronting him, or playing an active zone that can pick off interior lob passes.

Offensive Skills

PLAYER	POSITION	FG	INSIDE SHOOTING	FT	3 PT	DUNKING	OFF. AWARENESS	DRIBBLING	PASSING
Shaquille O'Neal	C	89	95	46	0	97	84	39	50
Dwyane Wade	SG	80	80	76	50	87	87	85	87
Steve Smith	SF	78	63	86	79	10	75	68	46
Damon Jones	PG	70	34	79	87	0	70	75	65
Jason Williams	PG	70	42	79	75	29	81	94	88
Wang Zhizhi	C	70	45	72	28	58	56	33	11
Antoine Walker	PF	69	77	53	68	60	78	69	43
James Posey	SF	64	49	86	69	80	56	68	30
Shandon Anderson	SF	61	60	81	28	54	41	58	28
Michael Doleac	C	60	57	60	0	53	51	45	19
Andre Emmett	SG	55	60	70	31	90	55	51	38
Udonis Haslem	PF	55	63	79	0	71	62	45	19
Alonzo Mourning	C	55	76	58	0	79	76	37	11
Dorell Wright	SG	54	58	78	45	78	56	54	42



Intro
Pro Tips

Game Modes
Team Profiles

Courtside Offensive
Drafts

MIAMI HEAT

Defensive Skill

PLAYER	POSITION	STEALING	BLOCKING	DEF. AWARENESS	SPEED	QUICKNESS
Dwyane Wade	SG	82	43	83	94	90
Jason Williams	PG	70	3	41	88	85
Shandon Anderson	SF	62	18	71	71	68
James Posey	SF	62	25	61	72	66
Dorell Wright	SG	55	40	44	59	65
Antoine Walker	PF	54	30	54	66	61
Udonis Haslem	PF	43	23	60	60	56
Andre Emmett	SG	39	20	37	61	61
Michael Doleac	C	35	28	55	52	42
Wang Zhizhi	C	35	40	52	56	34
Steve Smith	SF	33	14	63	74	69
Damon Jones	PG	30	1	65	74	79
Shaquille O'Neal	C	25	84	95	60	63
Alonzo Mourning	C	20	97	78	60	61

Rebounding

PLAYER	POSITION	OFF. REBOUNDING	DEF. REBOUNDING	JUMPING	STRENGTH
Shaquille O'Neal	C	79	91	84	99
Udonis Haslem	PF	70	81	65	63
Alonzo Mourning	C	60	86	50	79
Dorell Wright	SG	54	62	76	54
Wang Zhizhi	C	52	66	35	86
Michael Doleac	C	50	75	25	78
Antoine Walker	PF	49	79	74	71
Andre Emmett	SG	40	41	65	70
Shandon Anderson	SF	28	67	65	56
James Posey	SF	25	65	50	55
Dwyane Wade	SG	25	50	89	60
Steve Smith	SF	15	35	30	59
Jason Williams	PG	7	28	60	39
Damon Jones	PG	4	44	60	45

Athletic Skills

PLAYER	POSITION	JUMPING	SPEED	QUICKNESS	STRENGTH	HARDINESS	ENDURANCE
Dwyane Wade	SG	89	94	90	60	65	75
Shaquille O'Neal	C	84	60	63	99	80	74
Dorell Wright	SG	76	59	65	54	70	16
Antoine Walker	PF	74	66	61	71	79	69
Shandon Anderson	SF	65	71	68	56	75	44
Andre Emmett	SG	65	61	61	70	65	7
Udonis Haslem	PF	65	60	56	63	68	74
Damon Jones	PG	60	74	79	45	75	71
Jason Williams	PG	60	88	85	39	75	62
Alonzo Mourning	C	50	60	61	79	55	40
James Posey	SF	50	72	66	55	73	58
Wang Zhizhi	C	35	56	34	86	60	12
Steve Smith	SF	30	74	69	59	55	31
Michael Doleac	C	25	52	42	78	68	41



OFFICIAL LICENSE

MILWAUKEE BUCKS

After a surprising playoff run two years ago, the Bucks limped to a noncompetitive finish last season. Despite the recent problems, there's no reason for Bucks fans to be glum. Management has been particularly active over the off-season, re-signing All-Star shooting guard Michael Redd to a huge contract and adding number-one overall draft pick Andrew Bogut.

Add to that the probable reappearance of lightning-quick point guard T. J. Ford from a spinal injury (which had caused him to miss all of last year), and the Bucks have a legitimate chance to eclipse last year's performance and catapult back into the playoffs.

Recommended Starters

Maurice Williams	Michael Redd	Desmond Mason	Joe Smith	Andrew Bogut
Position PG	Position SG	Position SF	Position PF	Position C
Overall Rating 70	Overall Rating 76	Overall Rating 70	Overall Rating 67	Overall Rating 74

EA SPORTS™ Freestyle Superstar

Name	Position	Default Superstar Types	Possible Other Superstar Types
Desmond Mason	SF	Highflyer	—
Michael Redd	SG	Shooter	Outside Scorer

Overall Rating

PLAYER	POSITION	RATING
Michael Redd	SG	76
Andrew Bogut	C	74
Desmond Mason	SF	70
Maurice Williams	PG	70
Dan Gadzuric	C	67
Joe Smith	C	67
T. J. Ford	PG	66
Toni Kukoc	SF	65
Marcus Fizer	SF	63
Zaza Pachulia	PF	63
Jiri Welsch	SF	62
Erick Strickland	SG	61
Calvin Booth	C	60
Reece Gaines	SG	56
Daniel Santiago	C	54

Playing As

You don't have a true scoring point guard, but you'll get a lot of offensive mileage out of Michael Redd's Superstar-level shooting and Desmond Mason's high-flying dunks. Between the two of them, you can generate a fair amount of points. Just remember who's who; you don't want to shoot many three with Mason, and Redd isn't a premier penetrator.

In Dynasty Mode, try to develop Andrew Bogut into a scoring threat as the season progresses to open up the inside game and give the Bucks some versatility.

Playing Against

Lock down on Redd on the perimeter; don't give him room to breathe. Play off somewhat on Mason, daring him to shoot it instead of driving the lane.

Bogut can score from the center position, but he isn't yet dominant. Try to prevent him from catching the ball too close to the hoop.

Offensive Skills

PLAYER	POSITION	FG	INSIDE SHOOTING	FT	3 PT	DUNKING	OFF. AWARENESS	DRIBBLING	PASSING
Michael Redd	SG	82	55	85	85	60	87	80	29
Jiri Welsch	SF	71	39	76	61	18	67	59	37
Toni Kukoc	SF	68	57	72	70	10	51	69	80
Erick Strickland	SG	65	36	81	60	10	56	68	54
Reece Gaines	SG	62	53	64	37	10	37	66	53
Zaza Pachulia	PF	60	57	74	0	58	62	45	21
Desmond Mason	SF	59	48	80	16	95	77	76	36
T. J. Ford	PG	58	39	74	33	5	60	85	78
Joe Smith	C	58	64	76	0	65	68	55	14
Andrew Bogut	C	57	75	68	30	65	60	43	51
Marcus Fizer	SF	57	65	67	0	67	70	53	33
Maurice Williams	PG	51	44	85	56	69	68	70	90
Calvin Booth	C	46	63	81	0	35	51	37	8
Daniel Santiago	C	45	65	68	0	58	59	28	17
Dan Gadzuric	C	42	66	53	0	65	62	28	7



Intro

Game Modes

Courtside Offensive

Pro Tips

Team Profiles

Drafts

MILWAUKEE BUCKS

Defensive Skill

PLAYER	POSITION	STEALING	BLOCKING	DEF. AWARENESS	SPEED	QUICKNESS
Toni Kukoc	SF	64	18	48	67	58
Calvin Booth	C	60	82	54	55	65
Jiri Welsch	SF	60	5	61	63	62
Maurice Williams	PG	59	7	47	75	70
T.J. Ford	PG	57	1	50	90	90
Zaza Pachulia	PF	57	37	55	52	42
Reece Gaines	SG	56	9	41	70	67
Erick Strickland	SG	54	0	54	76	72
Daniel Santiago	C	50	49	48	40	33
Marcus Fizer	SF	49	21	52	58	56
Dan Gadzuric	C	48	81	51	60	55
Michael Redd	SG	40	3	48	80	80
Desmond Mason	SF	36	14	56	82	74
Joe Smith	C	33	27	50	64	66
Andrew Bogut	C	28	63	59	65	55

Rebounding

PLAYER	POSITION	OFF. REBOUNDING	DEF. REBOUNDING	JUMPING	STRENGTH
Dan Gadzuric	C	90	92	50	65
Zaza Pachulia	PF	72	80	25	65
Andrew Bogut	C	67	78	45	70
Joe Smith	C	63	76	50	58
Calvin Booth	C	51	79	33	60
Daniel Santiago	C	41	71	25	73
Marcus Fizer	SF	25	76	65	82
Desmond Mason	SF	23	40	96	65
Toni Kukoc	SF	22	61	40	62
T.J. Ford	PG	19	30	55	35
Michael Redd	SG	19	44	70	59
Reece Gaines	SG	18	45	50	53
Maurice Williams	PG	16	44	65	48
Jiri Welsch	SF	15	56	54	53
Erick Strickland	SG	8	47	50	61

Athletic Skills

PLAYER	POSITION	JUMPING	SPEED	QUICKNESS	STRENGTH	HARDINESS	ENDURANCE
Desmond Mason	SF	96	82	74	65	38	79
Michael Redd	SG	70	80	80	59	85	81
Marcus Fizer	SF	65	58	56	82	62	40
Maurice Williams	PG	65	75	70	48	55	65
T. J. Ford	PG	55	90	90	35	85	70
Jiri Welsch	SF	54	63	62	53	75	46
Dan Gadzuric	C	50	60	55	65	40	54
Reece Gaines	SG	50	70	67	53	70	19
Joe Smith	C	50	64	66	58	75	68
Erick Strickland	SG	50	76	72	61	58	41
Andrew Bogut	C	45	65	55	70	75	70
Toni Kukoc	SF	40	67	58	62	50	46
Calvin Booth	C	33	55	65	60	38	25
Zaza Pachulia	PF	25	52	42	65	68	47
Daniel Santiago	C	25	40	33	73	54	18



OFFICIAL LICENSE

MINNESOTA TIMBERWOLVES



Recommended Starters

Sam Cassell	Latrell Sprewell	Wally Szczerbiak	Kevin Garnett	Michael Olowokandi
Position PG	Position SG	Position SF	Position PF	Position C
Overall Rating 71	Overall Rating 73	Overall Rating 71	Overall Rating 96	Overall Rating 67

EA SPORTS™ Freestyle Superstar

Name	Position	Default Superstar Types	Possible Other Superstar Types
Kevin Garnett	PF	Inside Scorer, Inside Stopper	Power

The Timberwolves made it to the Western Conference Finals two years ago but looked comparatively sluggish last year. This led to a shake-up in which longtime head coach Flip Saunders was let go, making way for Dwane Casey.

How will the Wolves react? It's difficult to say. Kevin Garnett is still one of the game's most dominant players, possessing the size to be a lean center but instead dominating the power forward position. His ability and will to win are beyond question. Sam Cassell has made himself into a late-career All-Star. Beyond those positions, though, there are many question marks. It will be interesting to see what direction the Wolves take under their new head coach.

Overall Rating

PLAYER	POSITION	RATING
Kevin Garnett	PF	96
Eddie Griffin	PF	75
Latrell Sprewell	SG	73
Sam Cassell	PG	71
Wally Szczerbiak	SF	71
Michael Olowokandi	C	67
Fred Hoiberg	SG	66
Rashad McCants	SG	66
Anthony Carter	PG	64
Troy Hudson	PG	64
Ndudi Ebi	SF	62
Trenton Hassell	SF	59
Mark Madsen	PF	59
Ervin Johnson	C	58
John Thomas	PF	58

Playing As

Kevin Garnett is surprisingly fast for a big man, and he is one of the game's true complete big men—so let him move with the ball. He often finds a seam and penetrates for a quick dunk. Latrell Sprewell is your other main option for penetration.

Sam Cassell is a scoring point guard with enough skill to consistently hit midrange shots and enough size to post up smaller guards. Run the offense through him, and you'll have a lot of options.



Playing Against

Focus your defensive efforts on Garnett, though Cassell and Szczerbiak can score with consistency.

Remember to play up on Szczerbiak and Cassell, because their shooting is better than their penetration. Allow Cassell to jack up threes if he wants to; he's good, but not great, from beyond the arc.

Offensive Skills

PLAYER	POSITION	FG	INSIDE SHOOTING	FT	3 PT	DUNKING	OFF. AWARENESS	DRIBBLING	PASSING
Sam Cassell	PG	80	55	86	65	0	79	79	87
Kevin Garnett	PF	80	88	80	31	90	87	59	72
Wally Szczerbiak	SF	79	64	85	77	45	78	67	36
Rashad McCants	SG	76	55	72	73	15	67	73	65
Latrell Sprewell	SG	76	64	82	64	73	75	72	35
Fred Hoiberg	SG	75	35	87	83	0	65	66	32
Troy Hudson	PG	70	48	77	76	0	75	76	82
Trenton Hassell	SF	66	42	78	13	10	49	70	29
Ndudi Ebi	SF	59	62	62	44	71	47	55	12
Eddie Griffin	PF	59	49	71	72	70	67	58	16
Michael Olowokandi	C	57	63	63	0	68	57	28	11
Mark Madsen	PF	50	73	50	0	65	27	33	14
Anthony Carter	PG	48	28	66	15	10	42	78	91
John Thomas	PF	40	61	58	0	58	40	24	15
Ervin Johnson	C	36	54	64	0	58	33	22	7

MINNESOTA TIMBERWOLVES

Defensive Skill

PLAYER	POSITION	STEALING	BLOCKING	DEF. AWARENESS	SPEED	QUICKNESS
Anthony Carter	PG	83	9	46	79	80
Fred Hoiberg	SG	72	18	70	66	60
Kevin Garnett	PF	65	81	90	70	70
Rashad McCants	SG	52	24	52	67	62
John Thomas	PF	52	39	50	53	54
Sam Cassell	PG	43	14	72	73	74
Latrell Sprewell	SG	38	12	74	75	73
Ervin Johnson	C	30	50	75	41	48
Eddie Griffin	PF	27	88	46	55	56
Troy Hudson	PG	27	5	62	80	88
Wally Szczerbiak	SF	27	9	55	69	66
Ndudi Ebi	SF	26	75	51	59	58
Trenton Hassell	SF	25	23	68	69	68
Michael Olowokandi	C	22	73	65	50	57
Mark Madsen	PF	20	36	62	58	59

Rebounding

PLAYER	POSITION	OFF. REBOUNDING	DEF. REBOUNDING	JUMPING	STRENGTH
Ervin Johnson	C	76	78	40	74
Mark Madsen	PF	76	57	45	71
Michael Olowokandi	C	70	80	60	79
Eddie Griffin	PF	68	89	70	62
Kevin Garnett	PF	63	99	89	85
John Thomas	PF	60	58	50	83
Ndudi Ebi	SF	39	65	73	45
Trenton Hassell	SF	30	35	68	51
Wally Szczerbiak	SF	25	44	68	69
Latrell Sprewell	SG	21	40	68	48
Rashad McCants	SG	20	24	50	42
Fred Hoiberg	SG	19	61	40	57
Sam Cassell	PG	12	44	50	45
Anthony Carter	PG	11	42	65	53
Troy Hudson	PG	8	25	43	39

Athletic Skills

PLAYER	POSITION	JUMPING	SPEED	QUICKNESS	STRENGTH	HARDINESS	ENDURANCE
Kevin Garnett	PF	89	70	70	85	86	60
Ndudi Ebi	SF	73	59	58	45	40	47
Eddie Griffin	PF	70	55	56	62	60	51
Trenton Hassell	SF	68	69	68	51	85	60
Latrell Sprewell	SG	68	75	73	48	80	69
Wally Szczerbiak	SF	68	69	66	69	70	71
Anthony Carter	PG	65	79	80	53	84	42
Michael Olowokandi	C	60	50	57	79	76	46
Sam Cassell	PG	50	73	74	45	78	56
Rashad McCants	SG	50	67	62	42	75	55
John Thomas	PF	50	53	54	83	75	29
Mark Madsen	PF	45	58	59	71	85	33
Troy Hudson	PG	43	80	88	39	60	54
Fred Hoiberg	SG	40	66	60	57	80	44
Ervin Johnson	C	40	41	48	74	86	24



OFFICIAL LICENSE

NEW JERSEY NETS

After angering fans by letting hard-working power forward Kenyon Martin bolt for Denver, the Nets made amends by trading for newly revitalized Vince Carter. The trio of Jason Kidd, Carter, and athletic forward Richard Jefferson forms a potent core for a franchise that contended for a NBA title not so long ago. Plus, the addition of Nenad Krstic, a little-known but effective post player, may even give them the interior presence they've lacked for the last few years.

Recommended Starters

Jason Kidd	Rodney Buford	Vince Carter	Richard Jefferson	Jason Collins
Position PG	Position SG	Position SF	Position PF	Position PF
Overall Rating 88	Overall Rating 67	Overall Rating 89	Overall Rating 87	Overall Rating 62

EA SPORTS™ Freestyle Superstar

Name	Position	Default Superstar Types	Possible Other Superstar Types
Richard Jefferson	SF	Highflyer	Outside Scorer
Jason Kidd	PG	Playmaker, Outside Stopper	—
Vince Carter	SF	Highflyer	Outside Scorer, Inside Scorer, Shooter

Overall Rating

PLAYER	POSITION	RATING
Vince Carter	SF	89
Jason Kidd	PG	88
Richard Jefferson	SF	87
Cliff Robinson	PF	73
Rodney Buford	SG	67
Travis Best	PG	66
Antoine Wright	SG	66
Nenad Krstic	PF	63
Ron Mercer	SG	63
Zoran Planinic	SG	63
Jason Collins	C	62
Jabari Smith	C	59
Billy Thomas	SG	59
Jacque Vaughn	PG	57

Playing As

You have the tools to play an above-the-rim offense. Jefferson and Carter give you two highflyers, and Kidd is a playmaker who can get them the ball. Run lots of plays and motion sets to create room for your highflyers.

On defense, Kidd is the only true stopper, though Jefferson and Carter have the leaping ability to potentially block some shots. A shifting zone isn't a bad choice.

Playing Against

Stay back on Kidd, allowing him to try the three if he wants; just don't allow the shorter stuff.

A zone defense that clogs the lane might not be a bad idea, as it will help to ground the Nets' highflyers. Force them to consistently hit outside shots.

On offense, punch the ball inside. The center position is a weak point, which you must exploit.



Offensive Skills

PLAYER	POSITION	FG	INSIDE SHOOTING	FT	3 PT	DUNKING	OFF. AWARENESS	DRIBBLING	PASSING
Vince Carter	SF	80	80	85	80	94	87	80	56
Richard Jefferson	SF	80	69	84	61	95	87	80	47
Cliff Robinson	PF	74	60	63	70	64	59	69	29
Jason Kidd	PG	72	63	75	70	22	95	87	91
Ron Mercer	SG	72	66	80	0	60	67	65	23
Antoine Wright	SG	65	45	65	65	70	61	60	57
Jacque Vaughn	PG	63	40	83	37	0	49	73	46
Travis Best	PG	60	43	88	57	0	67	75	47
Rodney Buford	SG	58	56	82	62	65	64	60	22
Jabari Smith	C	57	70	74	14	58	48	28	28
Zoran Planinic	SG	56	43	69	67	53	75	60	40
Jason Collins	C	53	68	65	22	55	38	32	19
Billy Thomas	SG	53	54	78	61	55	49	53	22
Nenad Krstic	PF	51	59	72	0	55	72	37	18

NEW JERSEY NETS

Defensive Skill

PLAYER	POSITION	STEALING	BLOCKING	DEF. AWARENESS	SPEED	QUICKNESS
Jason Kidd	PG	83	5	94	94	89
Zoran Planinic	SG	82	0	47	60	60
Travis Best	PG	80	9	77	80	83
Richard Jefferson	SF	80	19	80	81	85
Ron Mercer	SG	75	7	58	70	65
Billy Thomas	SG	72	3	48	55	60
Vince Carter	SF	70	20	70	82	80
Jabari Smith	C	70	34	49	38	44
Cliff Robinson	PF	67	50	87	65	57
Rodney Buford	SG	56	3	42	82	78
Jacque Vaughn	PG	52	0	68	74	69
Jason Collins	C	51	45	44	45	43
Antoine Wright	SG	49	21	52	75	70
Nenad Krstic	PF	28	50	57	57	59

Rebounding

PLAYER	POSITION	OFF. REBOUNDING	DEF. REBOUNDING	JUMPING	STRENGTH
Nenad Krstic	PF	65	64	25	63
Jason Collins	C	47	70	50	75
Jabari Smith	C	35	67	50	65
Jason Kidd	PG	30	76	70	60
Vince Carter	SF	29	54	98	60
Zoran Planinic	SG	29	50	48	45
Richard Jefferson	SF	28	71	91	61
Cliff Robinson	PF	25	47	50	67
Antoine Wright	SG	20	32	60	44
Rodney Buford	SG	19	63	71	48
Ron Mercer	SG	18	42	62	54
Billy Thomas	SG	15	42	50	62
Travis Best	PG	9	30	50	48
Jacque Vaughn	PG	8	33	50	51

Athletic Skills

PLAYER	POSITION	JUMPING	SPEED	QUICKNESS	STRENGTH	HARDINESS	ENDURANCE
Vince Carter	SF	98	82	80	60	70	79
Richard Jefferson	SF	91	81	85	61	60	78
Rodney Buford	SG	71	82	78	48	66	48
Jason Kidd	PG	70	94	89	60	75	77
Ron Mercer	SG	62	70	65	54	75	41
Antoine Wright	SG	60	75	70	44	70	50
Travis Best	PG	50	80	83	48	68	48
Jason Collins	C	50	45	43	75	60	71
Cliff Robinson	PF	50	65	57	67	75	55
Jabari Smith	C	50	38	44	65	53	34
Billy Thomas	SG	50	55	60	62	75	29
Jacque Vaughn	PG	50	74	69	51	45	48
Zoran Planinic	SG	48	60	60	45	75	29
Nenad Krstic	PF	25	57	59	63	75	60



NEW ORLEANS HORNETS

With Baron Davis gone to the Warriors, the Hornets are now a franchise without a face. They possess competent players along the lines of Jamaal Magloire and P. J. Brown, and Dan Dickau has been a good find at the guard position. J. R. Smith is an impressive highflyer. However, the Hornets need more if they want to build on the 18–64 record of last season. They will look to improve via the draft and free agency.



Recommended Starters

Chris Paul	J. R. Smith	George Lynch	P. J. Brown	Jamaal Magloire
Position PG	Position SG	Position SF	Position PF	Position C
Overall Rating 72	Overall Rating 75	Overall Rating 69	Overall Rating 71	Overall Rating 71

EA SPORTS™ Freestyle Superstar

Name	Position	Default Superstar Types	Possible Other Superstar Types
J. R. Smith	SG	Highflyer	Outside Scorer

Overall Rating

PLAYER	POSITION	RATING
J. R. Smith	SG	75
Chris Paul	PG	72
P. J. Brown	C	71
Jamaal Magloire	C	71
Speedy Claxton	PG	69
George Lynch	SF	69
Kirk Snyder	SG	66
Chris Andersen	C	65
Dan Dickau	PG	65
Bostjan Nachbar	SF	64
Rasual Butler	SF	63
David West	PF	63
Jackson Vroman	PF	62
Arvydas Macijauskas	PG	61
Maciej Lampe	PF	60

Playing As

J. R. Smith is your lone EA SPORTS™ Freestyle Superstar; try to get him free around the basket.

Otherwise, you won't get by on individual talent; well-designed plays that exploit the opponent's weakest defensive players are the key.

On the other side of the ball, you have solid performers but not many standouts. Mix up the defenses to keep the opponent guessing.



Playing Against

Run your usual offense; there's nobody truly fearsome on this defense who will make you adjust your strategy. On defense, pack in on J. R. Smith. There are a few decent three-point shooters on the team, so try to guard the arc and make them settle for long-range twos.

Offensive Skills

PLAYER	POSITION	FG	INSIDE SHOOTING	FT	3 PT	DUNKING	OFF. AWARENESS	DRIBBLING	PASSING
J. R. Smith	SG	80	55	68	73	97	87	80	36
Dan Dickau	PG	78	43	83	75	0	75	70	83
Arvydas Macijauskas	PG	78	32	91	77	10	63	64	42
Chris Paul	PG	75	49	84	67	10	67	81	70
Bostjan Nachbar	SF	66	61	82	79	59	70	58	26
Speedy Claxton	PG	62	47	73	40	0	72	85	88
Rasual Butler	SF	61	48	77	75	57	65	63	25
Maciej Lampe	PF	60	60	68	11	59	57	50	14
George Lynch	SF	59	57	73	52	58	33	54	46
David West	PF	51	60	68	26	65	64	30	19
P. J. Brown	C	50	63	86	0	69	59	35	30
Jamaal Magloire	C	50	68	60	0	75	73	53	19
Chris Andersen	C	37	63	68	0	81	68	29	23
Jackson Vroman	PF	37	61	64	0	56	57	45	26
Kirk Snyder	SG	34	65	66	67	68	70	55	18

NEW ORLEANS HORNETS

Defensive Skill

PLAYER	POSITION	STEALING	BLOCKING	DEF. AWARENESS	SPEED	QUICKNESS
Speedy Claxton	PG	86	5	67	90	86
Chris Paul	PG	69	1	59	90	90
Dan Dickau	PG	65	1	39	67	69
Jackson Vroman	PF	64	43	43	51	54
George Lynch	SF	62	19	85	60	64
J. R. Smith	SG	54	9	41	80	77
Kirk Snyder	SG	51	32	61	59	62
P. J. Brown	C	48	27	82	62	59
Arvydas Macijauskas	PG	48	9	45	65	64
Bostjan Nachbar	SF	38	18	32	60	62
David West	PF	38	46	69	48	49
Rasual Butler	SF	27	37	39	67	70
Maciej Lampe	PF	24	28	39	64	60
Jamaal Magloire	C	20	74	63	50	56
Chris Andersen	C	17	70	48	60	39

Rebounding

PLAYER	POSITION	OFF. REBOUNDING	DEF. REBOUNDING	JUMPING	STRENGTH
Jamaal Magloire	C	79	80	40	76
Chris Andersen	C	73	83	66	55
P. J. Brown	C	72	77	50	65
Jackson Vroman	PF	71	75	47	55
David West	PF	57	76	50	62
Maciej Lampe	PF	50	79	55	65
George Lynch	SF	47	67	50	67
Kirk Snyder	SG	43	40	71	65
Chris Paul	PG	25	30	50	35
Arvydas Macijauskas	PG	24	34	35	51
J. R. Smith	SG	16	32	85	62
Speedy Claxton	PG	15	40	50	42
Bostjan Nachbar	SF	14	61	48	57
Dan Dickau	PG	12	36	40	53
Rasual Butler	SF	9	58	50	51

Athletic Skills

PLAYER	POSITION	JUMPING	SPEED	QUICKNESS	STRENGTH	HARDINESS	ENDURANCE
J. R. Smith	SG	85	80	77	62	70	57
Kirk Snyder	SG	71	59	62	65	80	36
Chris Andersen	C	66	60	39	55	64	50
Maciej Lampe	PF	55	64	60	65	60	25
P. J. Brown	C	50	62	59	65	79	76
Rasual Butler	SF	50	67	70	51	65	45
Speedy Claxton	PG	50	90	86	42	38	65
George Lynch	SF	50	60	64	67	80	45
Chris Paul	PG	50	90	90	35	85	70
David West	PF	50	48	49	62	60	38
Bostjan Nachbar	SF	48	60	62	57	66	47
Jackson Vroman	PF	47	51	54	55	70	36
Dan Dickau	PG	40	67	69	53	50	65
Jamaal Magloire	C	40	50	56	76	85	58
Arvydas Macijauskas	PG	35	65	64	51	75	50



OFFICIAL LICENSE

NEW YORK KNICKS

GM Isiah Thomas has been busy retooling the Knicks in an effort to make them more athletic. He's definitely making some serious changes; recent additions over the last couple of years include top-tier point guard Stephon Marbury, forward Tim Thomas, and Malik Rose, formerly of the Spurs.

But has all the movement made the team *better*? This year may provide the answers, as Thomas' plan finally matures. The addition of good young talent from the most recent draft may be the necessary pieces to get the Knicks over the hump and back in the playoffs.



Recommended Starters

Stephon Marbury	Jamal Crawford	Quentin Richardson	Maurice Taylor	Channing Frye
Position PG	Position SG	Position SF	Position PF	Position C
Overall Rating 88	Overall Rating 79	Overall Rating 76	Overall Rating 67	Overall Rating 69

EA SPORTS™ Freestyle Superstar

Name	Position	Default Superstar Types	Possible Other Superstar Types
Jamal Crawford	SG	Outside Scorer	Playmaker
Stephon Marbury	PG	Playmaker	Outside Scorer, Outside Stopper

Overall Rating

PLAYER	POSITION	RATING
Stephon Marbury	PG	88
Jamal Crawford	SG	79
Quentin Richardson	SF	76
Tim Thomas	SF	71
Nate Robinson	PG	70
Channing Frye	C	69
Trevor Ariza	SF	68
Allan Houston	SG	68
Maurice Taylor	PF	67
Malik Rose	PF	66
Mike Sweetney	PF	66
Jerome Williams	PF	65
Penny Hardaway	SG	64
David Lee	PF	61
Jerome James	C	57

Playing As

The Knicks have several interchangeable parts, so adjust the lineup to fit your particular strategy. The constant is that your backcourt provides most of the scoring. Run sets for Crawford, and consider some give-and-go plays for Marbury.

Playing Against

The Knicks are yet another team with a question mark in the middle, so drive the lane or look to the post-up game.

Contain Marbury as best you can. The Knicks guards do most of the scoring, so extend your defense; don't pack it into the lane.



Offensive Skills

PLAYER	POSITION	FG	INSIDE SHOOTING	FT	3 PT	DUNKING	OFF. AWARENESS	DRIBBLING	PASSING
Jamal Crawford	SG	86	54	83	82	80	87	86	80
Stephon Marbury	PG	81	50	83	74	54	88	95	88
Quentin Richardson	SF	80	51	85	83	74	78	73	26
Allan Houston	SG	79	61	83	80	51	76	66	37
Tim Thomas	SF	72	75	78	75	82	75	59	26
Nate Robinson	PG	65	55	75	59	75	43	71	63
Penny Hardaway	SG	62	57	73	56	55	57	80	39
Malik Rose	PF	59	60	73	10	65	68	30	19
Trevor Ariza	SF	58	48	69	26	80	64	65	29
Maurice Taylor	PF	58	72	61	26	77	67	62	23
Channing Frye	C	55	63	76	10	70	55	41	45
David Lee	PF	55	64	71	1	80	46	41	45
Jerome James	C	42	65	72	0	64	56	18	7
Mike Sweetney	PF	39	77	74	0	64	75	39	14
Jerome Williams	PF	39	50	66	0	77	56	51	15

Intro

Game Modes

Courtside Offensive

Pro Tips

Team Profiles

Drafts

Defensive Skill

NEW YORK KNICKS

PLAYER	POSITION	STEALING	BLOCKING	DEF. AWARENESS	SPEED	QUICKNESS
Trevor Ariza	SF	83	19	48	65	55
Stephon Marbury	PG	81	1	81	89	93
Jerome Williams	PF	80	12	74	60	63
Nate Robinson	PG	69	2	55	87	87
Jamal Crawford	SG	62	10	31	79	85
Quentin Richardson	SF	60	14	47	70	69
Penny Hardaway	SG	57	5	59	70	68
Malik Rose	PF	56	16	74	50	55
Channing Frye	C	41	71	52	58	56
Tim Thomas	SF	38	12	48	60	64
Maurice Taylor	PF	36	23	52	64	69
David Lee	PF	32	28	38	55	60
Mike Sweetney	PF	32	28	55	55	64
Jerome James	C	30	84	41	34	26
Allan Houston	SG	27	5	75	74	72

Rebounding

PLAYER	POSITION	OFF. REBOUNDING	DEF. REBOUNDING	JUMPING	STRENGTH
Mike Sweetney	PF	78	77	30	82
Jerome Williams	PF	73	71	65	49
Malik Rose	PF	70	72	50	81
Channing Frye	C	56	62	50	59
Trevor Ariza	SF	51	58	86	47
Jerome James	C	49	63	50	80
David Lee	PF	45	50	69	58
Maurice Taylor	PF	40	72	50	77
Quentin Richardson	SF	25	70	79	68
Tim Thomas	SF	18	51	77	67
Penny Hardaway	SG	16	40	45	57
Nate Robinson	PG	12	24	85	45
Stephon Marbury	PG	11	30	79	71
Jamal Crawford	SG	9	33	55	45
Allan Houston	SG	5	18	65	50

Athletic Skills

PLAYER	POSITION	JUMPING	SPEED	QUICKNESS	STRENGTH	HARDINESS	ENDURANCE
Trevor Ariza	SF	86	65	55	47	70	46
Nate Robinson	PG	85	87	87	45	55	50
Stephon Marbury	PG	79	89	93	71	90	86
Quentin Richardson	SF	79	70	69	68	45	78
Tim Thomas	SF	77	60	64	67	65	62
David Lee	PF	69	55	60	58	70	45
Allan Houston	SG	65	74	72	50	84	50
Jerome Williams	PF	65	60	63	49	70	42
Jamal Crawford	SG	55	79	85	45	69	81
Channing Frye	C	50	58	56	59	75	65
Jerome James	C	50	34	26	80	55	45
Malik Rose	PF	50	50	55	81	65	49
Maurice Taylor	PF	50	64	69	77	50	48
Penny Hardaway	SG	45	70	68	57	46	49
Mike Sweetney	PF	30	55	64	82	72	49



OFFICIAL LICENSE

ORLANDO MAGIC

Recommended Starters

Steve Francis	Doug Christie	Grant Hill	Dwight Howard	Kelvin Cato
Position PG	Position SG	Position SF	Position PF	Position C
Overall Rating 89	Overall Rating 71	Overall Rating 73	Overall Rating 84	Overall Rating 69

EA SPORTS™ Freestyle Superstar

Name	Position	Default Superstar Types	Possible Other Superstar Types
Steve Francis	PG	Highflyer	Playmaker, Outside Scorer, Outside Stopper
Dwight Howard	PF	Power, Inside Stopper	—

Last year a retooled Orlando team put a new look on the floor, as they parted company with longtime Magic Superstar Tracy McGrady and brought in dynamic guard Steve Francis. The addition of Hedo Turkoglu added some scoring punch, while rookie Dwight Howard showed flashes of athletic brilliance and playmaking ability. Perhaps most satisfying of all for Magic faithful, however, was the return of Grant Hill from years of crippling injuries.

The Magic will look to improve on last year's formula. Additional time for the team to mesh—and for Dwight Howard to improve—should only help the team's chances of success. And the addition of Doug Christie adds another defensive component.

Overall Rating

PLAYER	POSITION	RATING
Steve Francis	PG	89
Dwight Howard	PF	84
Grant Hill	SF	73
Doug Christie	SG	71
Keyon Dooling	PG	71
Jameer Nelson	PG	70
Kelvin Cato	C	69
Hedo Turkoglu	SF	65
Andre Barrett	PG	63
Andrew DeClercq	C	63
Pat Garrity	PF	63
DeShawn Stevenson	SG	63
Tony Battie	C	62
Stacey Augmon	SG	61
Mario Kasun	C	61

Playing As

Steve Francis is versatile enough to score from anywhere, so put the ball in his hands as much as possible. He can shoot the long two and drive the lane; his only weakness is a so-so three point shot, so don't let him spend too much time beyond the arc.

Inside, pound the ball down low with Dwight Howard. His natural athleticism and power make him a premier post scorer.

Those same two players are your workhorses on defense. Rely on Francis to pressure the ball on the outside, and Howard to swat shots inside.

Playing Against

Depending on who the Magic put on the court, you might be facing a very weak three-point-shooting team. That's your cue to run a tight zone that encourages outside shots.

Francis, Hill, and Howard can all score from inside—yet another reason to pack in the D.

On offense, run crisp sets and don't let the ball stay in one place for long. This team has several competent defenders.

Offensive Skills

PLAYER	POSITION	FG	INSIDE SHOOTING	FT	3 PT	DUNKING	OFF. AWARENESS	DRIBBLING	PASSING
Pat Garrity	PF	87	56	87	75	55	64	58	14
Steve Francis	PG	80	40	82	53	95	87	89	85
Grant Hill	SF	79	63	82	21	60	81	76	44
Hedo Turkoglu	SF	69	62	83	78	23	80	67	42
Doug Christie	SG	65	35	89	47	61	43	61	63
Andre Barrett	PG	63	55	70	61	0	46	75	80
Keyon Dooling	PG	63	53	77	61	80	60	76	54
Tony Battie	C	60	71	72	0	58	38	35	9
Mario Kasun	C	60	48	55	0	69	62	31	9
Dwight Howard	PF	55	75	67	0	85	70	55	34
Jameer Nelson	PG	55	54	68	62	10	75	75	80
Stacey Augmon	SG	54	47	74	0	60	54	56	26
DeShawn Stevenson	SG	52	54	55	63	89	75	62	30
Andrew DeClercq	C	36	50	81	0	58	37	31	18
Kelvin Cato	C	27	51	78	0	69	52	15	12



Intro

Game Modes

Courtside Offensive

Pro Tips

Team Profiles

Drafts

ORLANDO MAGIC

Defensive Skill

PLAYER	POSITION	STEALING	BLOCKING	DEF. AWARENESS	SPEED	QUICKNESS
Doug Christie	SG	84	18	95	75	71
Jameer Nelson	PG	82	1	47	87	84
Steve Francis	PG	80	14	80	86	86
Grant Hill	SF	75	18	71	80	80
Andre Barrett	PG	72	1	45	75	85
Andrew DeClercq	C	72	43	61	60	55
Kelvin Cato	C	65	86	60	52	60
Stacey Augmon	SG	62	18	71	70	72
Keyon Dooling	PG	59	14	50	87	89
Dwight Howard	PF	52	81	80	64	64
Hedo Turkoglu	SF	41	16	35	60	61
Mario Kasun	C	40	57	50	43	36
Pat Garrity	PF	35	14	51	61	60
Tony Battie	C	28	68	29	50	60
DeShawn Stevenson	SG	25	12	33	71	75

Rebounding

PLAYER	POSITION	OFF. REBOUNDING	DEF. REBOUNDING	JUMPING	STRENGTH
Mario Kasun	C	90	88	40	75
Andrew DeClercq	C	78	75	50	75
Dwight Howard	PF	77	85	74	85
Stacey Augmon	SG	54	42	65	54
Kelvin Cato	C	53	86	75	85
Tony Battie	C	46	80	65	65
Steve Francis	PG	33	57	96	55
DeShawn Stevenson	SG	28	30	87	57
Hedo Turkoglu	SF	28	51	37	55
Grant Hill	SF	26	54	55	61
Jameer Nelson	PG	25	46	40	53
Doug Christie	SG	19	47	40	53
Andre Barrett	PG	18	30	65	45
Pat Garrity	PF	16	56	40	67
Keyon Dooling	PG	7	35	67	48

Athletic Skills

PLAYER	POSITION	JUMPING	SPEED	QUICKNESS	STRENGTH	HARDINESS	ENDURANCE
Steve Francis	PG	96	86	86	55	75	82
DeShawn Stevenson	SG	87	71	75	57	35	45
Kelvin Cato	C	75	52	60	85	73	55
Dwight Howard	PF	74	64	64	85	80	73
Keyon Dooling	PG	67	87	89	48	66	42
Stacey Augmon	SG	65	70	72	54	67	32
Andre Barrett	PG	65	75	85	45	60	29
Tony Battie	C	65	50	60	65	64	57
Grant Hill	SF	55	80	80	61	40	74
Andrew DeClercq	C	50	60	55	75	85	12
Doug Christie	SG	40	75	71	53	81	61
Pat Garrity	PF	40	61	60	67	60	37
Mario Kasun	C	40	43	36	75	62	22
Jameer Nelson	PG	40	87	84	53	80	51
Hedo Turkoglu	SF	37	60	61	55	70	59



OFFICIAL LICENSE

PHILADELPHIA 76ERS

Recommended Starters

Allen Iverson	Kyle Korver	Andre Iguodala	Chris Webber	Samuel Dalembert
Position PG	Position SG	Position SF	Position PF	Position C
Overall Rating 89	Overall Rating 66	Overall Rating 83	Overall Rating 81	Overall Rating 74

EA SPORTS™ Freestyle Superstar

Name	Position	Default Superstar Types	Possible Other Superstar Types
Samuel Dalembert	C	Inside Stopper	—
Andre Iguodala	SF	Highflyer, Outside Stopper	Inside Stopper
Allen Iverson	PG	Outside Scorer, Outside Stopper	Playmaker
Kyle Korver	SG	Shooter	—

For the past several years, the 76ers have been Allen Iverson's team. That hasn't changed, but last year's addition of All-Star forward Chris Webber has definitely helped to take the load off the Sixers' top scorer. Samuel Dalembert has emerged as a credible force in the middle as well, and the team reaped the benefits by making the playoffs last season. And strong contributions are being made by Andre Iguodala and Kyle Korver.

With Iverson playing serious minutes (and scoring serious points) each game, the Sixers aren't necessarily looking for more shooters. They'll benefit most from the continued development of their defense and rebounding. If they can find the right mix to surround Iverson and Webber, the 76ers could be a force in the Eastern division.

Playing As

You've got a good mix of EA SPORTS™ Freestyle Superstars, spanning both sides of the ball. Run your offense through Iverson; he's more of a combined shooting guard/point guard than a traditional ball-distributing point.

Dump the ball off to Iguodala or Korver if Iverson gets swarmed; they're talented scorers who open up the court.

On defense, take control of Iverson or Dalembert, depending on your preference for outside or inside play.

Playing Against

The 76ers are dynamic and balanced on offense. Since Kyle Korver is the only legitimate deep threat, consider a Box-and-1 or a similar defense. This will keep Iverson from slashing and Iguodala from attacking the rim. Just don't let Korver bomb away from the outside.

Watch out for Dalembert while you're on offense. He's a legitimate shot blocker in a league with very few of those.



Overall Rating

PLAYER	POSITION	RATING
--------	----------	--------

Allen Iverson	PG	89
Andre Iguodala	SF	83
Chris Webber	PF	81
Samuel Dalembert	C	74
Jamal Mashburn	SF	72
Willie Green	SG	67
Rodney Rogers	SF	67
Kyle Korver	SG	66
Aaron McKie	PG	66
Matt Barnes	SF	65
Marc Jackson	C	64
Michael Bradley	PF	62
Josh Davis	SF	62
John Salmons	SG	60
Kevin Ollie	PG	58

Offensive Skills

PLAYER	POSITION	FG	INSIDE SHOOTING	FT	3 PT	DUNKING	OFF. AWARENESS	DRIBBLING	PASSING
Allen Iverson	PG	85	60	83	65	40	91	99	90
Kyle Korver	SG	80	35	85	88	23	67	58	32
Chris Webber	PF	79	75	79	52	66	81	59	64
Jamal Mashburn	SF	73	65	81	61	75	81	71	32
Aaron McKie	PG	72	49	76	58	10	25	62	44
Rodney Rogers	SF	68	67	74	65	55	60	46	30
Marc Jackson	C	62	69	82	0	60	78	40	19
Andre Iguodala	SF	61	71	72	60	90	59	69	33
Michael Bradley	PF	60	76	52	11	58	50	42	25
John Salmons	SG	56	43	72	66	53	44	60	56
Matt Barnes	SF	55	51	60	34	67	43	54	37
Josh Davis	SF	55	58	75	71	30	67	51	16
Willie Green	SG	54	56	77	61	69	78	60	44
Samuel Dalembert	C	42	55	60	10	75	62	43	8
Kevin Ollie	PG	41	25	84	32	0	46	69	83

Rebounding

PHILADELPHIA 76ERS

PLAYER	POSITION	STEALING	BLOCKING	DEF. AWARENESS	SPEED	QUICKNESS
Allen Iverson	PG	86	3	90	99	99
Andre Iguodala	SF	81	80	80	80	85
Aaron McKie	PG	78	23	74	72	65
Matt Barnes	SF	76	14	62	76	54
John Salmons	SG	73	19	47	41	43
Kyle Korver	SG	70	19	42	60	60
Kevin Ollie	PG	67	9	51	66	67
Chris Webber	PF	65	36	76	60	64
Willie Green	SG	57	9	47	68	66
Rodney Rogers	SF	54	23	59	50	49
Samuel Dalembert	C	46	84	81	68	57
Josh Davis	SF	44	18	39	48	46
Jamal Mashburn	SF	35	11	64	68	66
Marc Jackson	C	28	14	55	58	40
Michael Bradley	PF	22	40	42	57	60

Rebounding

PLAYER	POSITION	OFF. REBOUNDING	DEF. REBOUNDING	JUMPING	STRENGTH
Michael Bradley	PF	83	83	50	58
Samuel Dalembert	C	76	85	63	71
Marc Jackson	C	72	58	75	74
Josh Davis	SF	70	74	55	70
Matt Barnes	SF	54	61	68	69
Chris Webber	PF	43	86	53	70
Rodney Rogers	SF	35	70	40	81
Andre Iguodala	SF	21	80	90	45
Jamal Mashburn	SF	21	71	55	74
Willie Green	SG	15	54	65	57
Aaron McKie	PG	14	70	50	57
Kevin Ollie	PG	14	56	50	53
Allen Iverson	PG	12	40	80	37
Kyle Korver	SG	11	67	43	54
John Salmons	SG	9	57	48	54

Athletic Skills

PLAYER	POSITION	JUMPING	SPEED	QUICKNESS	STRENGTH	HARDINESS	ENDURANCE
Andre Iguodala	SF	90	80	85	45	67	60
Allen Iverson	PG	80	99	99	37	90	91
Marc Jackson	C	75	58	40	74	54	58
Matt Barnes	SF	68	76	54	69	55	37
Willie Green	SG	65	68	66	57	60	44
Samuel Dalembert	C	63	68	57	71	70	63
Josh Davis	SF	55	48	46	70	70	22
Jamal Mashburn	SF	55	68	66	74	42	71
Chris Webber	PF	53	60	64	70	60	75
Michael Bradley	PF	50	57	60	58	63	15
Aaron McKie	PG	50	72	65	57	87	42
Kevin Ollie	PG	50	66	67	53	74	15
John Salmons	SG	48	41	43	54	65	41
Kyle Korver	SG	43	60	60	54	70	73
Rodney Rogers	SF	40	50	49	81	81	52



OFFICIAL LICENSE

PHOENIX SUNS

Recommended Starters

Steve Nash	Joe Johnson	Shawn Marion	Kurt Thomas	Amare Stoudemire
Position PG	Position SG	Position SF	Position PF	Position C
Overall Rating 85	Overall Rating 87	Overall Rating 91	Overall Rating 71	Overall Rating 90

EA SPORTS™ Freestyle Superstar

Name	Position	Default Superstar Types	Possible Other Superstar Types
Joe Johnson	SG	Outside Scorer	Shooter, Outside Stopper
Shawn Marion	PF	Highflyer, Outside Stopper	Inside Scorer, Inside Stopper
Steve Nash	PG	Playmaker	Outside Scorer, Shooter
Amare Stoudemire	C	Power, Inside Stopper	Highflyer, Inside Scorer

The Suns were perhaps the most dynamic—and entertaining—team in the NBA last season. The catalyst to their surprising success was the pickup of Dallas point guard Steve Nash, who surprised the league by responding with a breathtaking MVP season.

Nash was not alone. Amare Stoudemire emerged as an unstoppable offensive force, slightly undersized for the center position, but so athletically gifted that he regularly made bigger defenders look slow and clumsy. Rounding out the firepower were versatile forward Shawn Marion and big swingman Joe Johnson.

The Suns have more than enough offensive firepower, so their continued success will be based on their progress in the defensive end. In particular, Stoudemire must learn how to translate his athleticism on the offensive end into equally dominant D. If that happens, look for the Suns to be a legitimate title contender this year.

Overall Rating

PLAYER	POSITION	RATING
Shawn Marion	PF	91
Amare Stoudemire	C	90
Joe Johnson	SG	87
Steve Nash	PG	85
Kurt Thomas	PF	71
Jimmy Jackson	SG	68
Leandro Barbosa	PG	66
Raja Bell	SF	66
Walter McCarty	SF	66
Bo Outlaw	PF	66
Steven Hunter	C	64
Paul Shirley	PF	55
Dijon Thompson	SG	55

Playing As

If you have trouble scoring with the Suns, you need to practice more. Run the offense through Nash, and regularly feed the ball to Stoudemire, who is nigh unstoppable near the rim. If that doesn't work, Nash and Johnson can shoot from outside. And Marion can attack the rim with the best of them.

Use Shawn Marion and Amare Stoudemire to disrupt the opposing offense.

Playing Against

This is a tall order, so bring your "A" game. A dominant center helps, but you still must consistently run quality plays to get men open; one-on-one moves probably won't cut it.

On defense, there are too many potential threats to consistently double-team them all. Consider a shifting, help-style defense that always allows your defenders to flow to the ball.

Offensive Skills

PLAYER	POSITION	FG	INSIDE SHOOTING	FT	3 PT	DUNKING	OFF. AWARENESS	DRIBBLING	PASSING
Steve Nash	PG	86	60	93	83	0	99	95	99
Joe Johnson	SG	82	58	85	83	67	87	84	75
Walter McCarty	SF	81	49	51	80	57	54	51	19
Shawn Marion	PF	75	80	83	65	85	85	71	23
Amare Stoudemire	C	75	85	70	19	98	89	60	21
Kurt Thomas	PF	75	64	78	14	65	60	32	26
Jimmy Jackson	SG	72	68	93	83	10	64	66	44
Raja Bell	SF	64	58	74	69	59	75	62	23
Dijon Thompson	SG	64	50	78	55	40	45	61	37
Paul Shirley	PF	61	53	69	12	45	55	50	41
Steven Hunter	C	53	63	47	0	72	62	36	5
Leandro Barbosa	PG	50	54	79	75	47	76	66	56
Bo Outlaw	PF	42	55	62	0	58	25	33	29



Intro
Pro Tips

Game Modes
Team Profiles

Courtside Offensive
Drafts

PHOENIX SUNS

Defensive Skill

PLAYER	POSITION	STEALING	BLOCKING	DEF. AWARENESS	SPEED	QUICKNESS
Shawn Marion	PF	83	80	80	80	85
Joe Johnson	SG	80	10	80	75	85
Steve Nash	PG	52	3	74	91	96
Bo Outlaw	PF	51	80	79	65	64
Leandro Barbosa	PG	49	9	40	80	79
Walter McCarty	SF	49	25	57	68	61
Amare Stoudemire	C	48	80	80	75	74
Raja Bell	SF	44	7	48	73	74
Paul Shirley	PF	44	35	49	50	54
Kurt Thomas	PF	44	43	78	55	58
Dijon Thompson	SG	38	6	40	65	63
Jimmy Jackson	SG	32	3	52	70	67
Steven Hunter	C	6	94	58	52	56

Rebounding

PLAYER	POSITION	OFF. REBOUNDING	DEF. REBOUNDING	JUMPING	STRENGTH
Steven Hunter	C	72	64	70	63
Shawn Marion	PF	60	89	85	55
Bo Outlaw	PF	60	79	65	58
Amare Stoudemire	C	60	80	90	85
Kurt Thomas	PF	47	92	50	66
Joe Johnson	SG	29	49	69	69
Walter McCarty	SF	25	63	58	61
Paul Shirley	PF	24	51	50	61
Leandro Barbosa	PG	23	47	53	39
Raja Bell	SF	21	44	61	57
Steve Nash	PG	16	45	65	51
Jimmy Jackson	SG	12	63	50	62
Dijon Thompson	SG	12	20	48	40

Athletic Skills

PLAYER	POSITION	JUMPING	SPEED	QUICKNESS	STRENGTH	HARDINESS	ENDURANCE
Amare Stoudemire	C	90	75	74	85	80	79
Shawn Marion	PF	85	80	85	55	63	74
Steven Hunter	C	70	52	56	63	58	39
Joe Johnson	SG	69	75	85	69	75	85
Steve Nash	PG	65	91	96	51	89	93
Bo Outlaw	PF	65	65	64	58	89	17
Raja Bell	SF	61	73	74	57	58	62
Walter McCarty	SF	58	68	61	61	90	36
Leandro Barbosa	PG	53	80	79	39	60	42
Jimmy Jackson	SG	50	70	67	62	70	67
Paul Shirley	PF	50	50	54	61	65	7
Kurt Thomas	PF	50	55	58	66	70	78
Dijon Thompson	SG	48	65	63	40	70	40



OFFICIAL LICENSE

PORTLAND TRAIL BLAZERS

Recommended Starters

Sebastian Telfair	Martell Webster	Darius Miles	Zach Randolph	Theo Ratliff
Position PG	Position SG	Position SF	Position PF	Position C
Overall Rating 75	Overall Rating 69	Overall Rating 76	Overall Rating 77	Overall Rating 66

EA SPORTS™ Freestyle Superstar

Name	Position	Default Superstar Types	Possible Other Superstar Types
Theo Ratliff	C	Inside Stopper	—

In recent years, the Blazers have had no shortage of talent. Indeed, in any given year you can look at the Blazers' roster and see several potential starters. This abundance of talent has been both a blessing and a curse, as it has not always been clear who to start and who to sit, who to trade and who to keep. The decisions aren't always easy. Consider that both Jermaine O'Neal and Rasheed Wallace were once on the Blazers' roster. The Blazers probably wouldn't mind having them back!

The decisions don't get much easier this year, particularly at the guard positions, where the Blazers have an abundance of options. Longtime point guard Damon Stoudamire is in the mix, as are much-traveled scoring machine Nick Van Exel, talented young Sebastian Telfair, and rookie Jarrett Jack. Big men on the roster include skilled offensive player Zach Randolph and all-around talent Theo Ratliff. With new coach Nate McMillan in the fold, the Blazers can undoubtedly be successful this year—if they can just get the right players on the floor.

Overall Rating

PLAYER POSITION RATING

Zach Randolph	PF	77
Darius Miles	SF	76
Shareef Abdur-Rahim	SF	76
Travis Outlaw	PF	75
Sebastian Telfair	PG	75
Ruben Patterson	SF	69
Martell Webster	SG	69
Juan Dixon	PG	66
Theo Ratliff	C	66
Jarrett Jack	PG	64
Joel Przybilla	C	64
Sergei Monia	SF	63
Viktor Khryapa	SF	62
Ha Seung-Jin	C	56

Playing As

Theo Ratliff is your lone EA SPORTS™ Freestyle Superstar, and his focus is defense—so you must work on offense. There are many interchangeable players, so customize the lineup to fit your preferred play style. Test out various plays to see what works.

You've got good speed and talent on defense, so apply pressure whenever possible.

Playing Against

Play solid all-around defense; there's no particular area where the Blazers must be stopped, so consistency is the key. Don't gamble too much, as this could give up easy baskets. Make them work.

On offense, the only rule is to be cautious around Ratliff, who can be a top-flight shot blocker when he's on his game.

Offensive Skills

PLAYER	POSITION	FG	INSIDE SHOOTING	FT	3 PT	DUNKING	OFF. AWARENESS	DRIBBLING	PASSING
Martell Webster	SG	73	54	75	74	61	57	62	55
Juan Dixon	PG	69	50	89	75	10	77	71	50
Jarrett Jack	PG	68	56	80	61	15	48	77	60
Zach Randolph	PF	67	81	81	0	70	81	61	45
Sebastian Telfair	PG	65	55	78	55	5	77	90	88
Shareef Abdur-Rahim	SF	65	79	87	38	68	80	55	42
Theo Ratliff	C	63	72	69	0	68	33	26	8
Viktor Khryapa	SF	61	53	54	41	20	48	51	22
Travis Outlaw	PF	60	60	65	61	90	76	59	21
Ruben Patterson	SF	58	49	59	14	79	78	61	33
Sergei Monia	SF	45	58	70	30	70	40	32	42
Darius Miles	SF	43	60	60	41	88	77	60	36
Ha Seung-Jin	C	43	65	67	11	65	65	42	29
Joel Przybilla	C	42	66	51	0	58	49	28	18



PORTLAND TRAIL BLAZERS

Defensive Skill

PLAYER	POSITION	STEALING	BLOCKING	DEF. AWARENESS	SPEED	QUICKNESS
Ruben Patterson	SF	84	16	76	67	67
Darius Miles	SF	80	73	66	73	70
Sebastian Telfair	PG	75	3	69	95	97
Juan Dixon	PG	73	5	42	79	91
Viktor Khryapa	SF	68	54	59	59	61
Travis Outlaw	PF	68	81	43	68	71
Jarrett Jack	PG	57	3	55	77	75
Sergei Monia	SF	55	40	63	53	50
Martell Webster	SG	49	20	59	65	60
Shareef Abdur-Rahim	SF	46	22	53	67	71
Zach Randolph	PF	38	16	49	61	66
Theo Ratliff	C	24	92	87	49	50
Joel Przybilla	C	22	91	76	41	43
Ha Seung-Jin	C	15	30	39	45	51

Rebounding

PLAYER	POSITION	OFF. REBOUNDING	DEF. REBOUNDING	JUMPING	STRENGTH
Joel Przybilla	C	73	89	50	70
Zach Randolph	PF	70	82	65	86
Shareef Abdur-Rahim	SF	57	78	52	75
Sergei Monia	SF	54	62	55	57
Ruben Patterson	SF	51	39	73	66
Theo Ratliff	C	51	83	50	64
Ha Seung-Jin	C	44	51	30	94
Viktor Khryapa	SF	43	74	60	51
Travis Outlaw	PF	40	53	90	51
Martell Webster	SG	34	41	55	55
Darius Miles	SF	33	70	86	51
Juan Dixon	PG	23	43	43	32
Jarrett Jack	PG	18	21	55	51
Sebastian Telfair	PG	5	36	50	40

Athletic Skills

PLAYER	POSITION	JUMPING	SPEED	QUICKNESS	STRENGTH	HARDINESS	ENDURANCE
Travis Outlaw	PF	90	68	71	51	55	35
Darius Miles	SF	86	73	70	51	55	59
Ruben Patterson	SF	73	67	67	66	59	62
Zach Randolph	PF	65	61	66	86	81	70
Viktor Khryapa	SF	60	59	61	51	75	35
Jarrett Jack	PG	55	77	75	51	70	40
Sergei Monia	SF	55	53	50	57	75	60
Martell Webster	SG	55	65	60	55	70	60
Shareef Abdur-Rahim	SF	52	67	71	75	60	72
Joel Przybilla	C	50	41	43	70	40	57
Theo Ratliff	C	50	49	50	64	60	60
Sebastian Telfair	PG	50	95	97	40	80	67
Juan Dixon	PG	43	79	91	32	60	41
Ha Seung-Jin	C	30	45	51	94	75	13



SACRAMENTO KINGS

For years the Kings were among the league's very best teams, but they couldn't quite get past NBA Champion, the L.A. Lakers. Last year the Lakers crumbled, but the Kings weren't able to capitalize on the absence of their old nemesis.

But the Kings are still a highly talented team; they just need to regain their focus. With Peja Stojakovic, talented point guard Mike Bibby, and big men like Brad Miller and Corliss Williamson on the roster, the Kings are stacked with quality. Indeed, you could make several different starting lineups from the Kings' deep lineup. As with the Trail Blazers, the Kings' biggest challenge is finding the right guys to put on the floor and getting them into a winning rhythm.



Recommended Starters

Mike Bibby	Bonzi Wells	Peja Stojakovic	Kenny Thomas	Brad Miller
Position PG	Position SG	Position SF	Position PF	Position C
Overall Rating 82	Overall Rating 74	Overall Rating 78	Overall Rating 70	Overall Rating 76

EA SPORTS™ Freestyle Superstar

Name	Position	Default Superstar Types	Possible Other Superstar Types
Mike Bibby	PG	Playmaker	Outside Scorer, Shooter, Outside Stopper
Peja Stojakovic	SF	Shooter	Inside Scorer



Overall Rating

PLAYER	POSITION	RATING
Mike Bibby	PG	82
Peja Stojakovic	SF	78
Brad Miller	C	76
Bonzi Wells	SF	74
Kenny Thomas	PF	70
Jason Hart	PG	69
Maurice Evans	SG	67
Brian Skinner	PF	66
Corliss Williamson	SF	66
Francisco Garcia	SG	61
Darius Songaila	PF	61
Kevin Martin	SG	60
Erik Daniels	SF	56

Playing As

Keep the ball in Bibby's hands, and let him run a variety of plays. He can score both inside and out and can play solid defense.

You've got one of the league's premier three-point shooters in Stojakovic, so run lots of screens and set plays designed to get him open. His long-range gunning is like money in the bank.

Playing Against

Play tight on Bibby and Stojakovic; you want someone else to take most of the shots.

The Kings are more of a jump-shooting team than a penetrating team or a power team, so body up on defense and don't allow room to shoot.

On offense, run crisp plays and keep the ball moving. Bibby is your biggest threat on the perimeter, and Miller is a solid interior presence, so you can't run roughshod over the Kings. You'll need to use motion to create openings.

Offensive Skills

PLAYER	POSITION	FG	INSIDE SHOOTING	FT	3 PT	DUNKING	OFF. AWARENESS	DRIBBLING	PASSING
Peja Stojakovic	SF	88	80	92	88	60	86	67	26
Mike Bibby	PG	81	58	85	80	33	87	88	84
Francisco Garcia	SG	74	39	88	74	23	53	64	53
Bonzi Wells	SF	74	53	75	63	60	74	70	25
Corliss Williamson	SF	64	77	79	0	52	78	57	23
Maurice Evans	SG	58	50	75	60	80	64	56	16
Kevin Martin	SG	57	48	65	35	80	54	57	22
Kenny Thomas	PF	56	74	76	8	52	75	65	33
Brad Miller	C	55	86	81	32	57	75	38	50
Jason Hart	PG	52	33	78	61	15	70	72	87
Erik Daniels	SF	48	55	61	44	30	55	60	58
Brian Skinner	PF	45	55	35	0	66	46	24	21
Darius Songaila	PF	37	65	84	0	40	68	23	32

SACRAMENTO KINGS

Defensive Skill

PLAYER	POSITION	STEALING	BLOCKING	DEF. AWARENESS	SPEED	QUICKNESS
Jason Hart	PG	84	10	66	74	79
Bonzi Wells	SF	77	28	61	75	76
Mike Bibby	PG	73	14	60	87	83
Kevin Martin	SG	64	9	58	56	65
Brad Miller	C	59	52	52	58	62
Brian Skinner	PF	59	82	64	52	45
Darius Songaila	PF	56	16	55	45	45
Peja Stojakovic	SF	56	7	58	75	69
Kenny Thomas	PF	56	12	41	68	69
Maurice Evans	SG	54	9	50	60	65
Corliss Williamson	SF	44	14	55	74	62
Francisco Garcia	SG	41	34	40	65	65
Erik Daniels	SF	36	19	45	60	55

Rebounding

PLAYER	POSITION	OFF. REBOUNDING	DEF. REBOUNDING	JUMPING	STRENGTH
Brian Skinner	PF	79	81	50	83
Kenny Thomas	PF	68	76	50	75
Darius Songaila	PF	60	68	55	70
Maurice Evans	SG	57	47	81	63
Corliss Williamson	SF	54	53	50	75
Brad Miller	C	53	81	50	75
Kevin Martin	SG	50	33	70	39
Erik Daniels	SF	29	38	55	55
Bonzi Wells	SF	26	63	65	57
Francisco Garcia	SG	22	26	51	46
Mike Bibby	PG	19	43	64	51
Peja Stojakovic	SF	19	46	61	60
Jason Hart	PG	7	51	55	45

Athletic Skills

PLAYER	POSITION	JUMPING	SPEED	QUICKNESS	STRENGTH	HARDINESS	ENDURANCE
Maurice Evans	SG	81	60	65	63	70	46
Kevin Martin	SG	70	56	65	39	70	26
Bonzi Wells	SF	65	75	76	57	80	51
Mike Bibby	PG	64	87	83	51	75	83
Peja Stojakovic	SF	61	75	69	60	86	80
Erik Daniels	SF	55	60	55	55	70	10
Jason Hart	PG	55	74	79	45	55	59
Darius Songaila	PF	55	45	45	70	75	52
Francisco Garcia	SG	51	65	65	46	65	35
Brad Miller	C	50	58	62	75	70	76
Brian Skinner	PF	50	52	45	83	66	43
Kenny Thomas	PF	50	68	69	75	54	66
Corliss Williamson	SF	50	74	62	75	85	51



OFFICIAL NBA LICENSE

SAN ANTONIO SPURS

Recommended Starters

Tony Parker	Manu Ginobili	Robert Horry	Tim Duncan	Nazr Mohammed
Position PG	Position SG	Position SF	Position PF	Position PF
Overall Rating 77	Overall Rating 88	Overall Rating 73	Overall Rating 91	Overall Rating 67

EA SPORTS™ Freestyle Superstar

Name	Position	Default Superstar Types	Possible Other Superstar Types
Brent Barry	SG	Shooter	—
Bruce Bowen	SF	Outside Stopper	—
Tim Duncan	PF	Inside Scorer, Inside Stopper	Power
Manu Ginobili	SG	Outside Scorer	Playmaker, Inside Scorer
Tony Parker	PG	Playmaker	—

The Spurs won last year's NBA title, despite the fact that Superstar Tim Duncan was not on top of his game. That should be frightening to the rest of the league.

The Spurs are a gritty team with lockdown defensive ability and a grind-it-out methodology that few opponents can deal with. Tough defenders like Duncan, Bruce Bowen, and Nazr Mohammed make scoring on the Spurs a

Herculean task, while spark plug Manu Ginobili and blazing-fast Tony Parker provide some much-needed balance to Tim Duncan's post moves on the offensive end. The X-factor is Robert Horry, a wily veteran whose ability to hit big shots in big games is truly uncanny.

When the Spurs are rolling, they're extremely tough to beat. There are other teams that match up well on paper, but the Spurs have an indomitable spirit that doesn't show up on the stat sheet. It will take a superlative year from another club to dethrone the Spurs in 2005–06.

Overall Rating

PLAYER	POSITION	RATING
Tim Duncan	PF	91
Manu Ginobili	SG	88
Tony Parker	PG	77
Robert Horry	SF	73
Devin Brown	SG	71
Brent Barry	SG	70
Bruce Bowen	SF	70
Glenn Robinson	SF	69
Nazr Mohammed	C	67
Rasho Nesterovic	C	65
Beno Udrih	PG	64
Sean Marks	PF	60
Fabricio Oberto	C	59
Linton Johnson	SF	58
Mike Wilks	PG	57

Offensive Skills

PLAYER	POSITION	FG	INSIDE SHOOTING	FT	3 PT	DUNKING	OFF. AWARENESS	DRIBBLING	PASSING
Tim Duncan	PF	85	99	67	22	85	90	46	50
Brent Barry	SG	82	44	85	80	80	65	65	66
Manu Ginobili	SG	81	80	80	74	80	87	85	80
Glenn Robinson	SF	81	70	86	63	64	80	66	21
Mike Wilks	PG	72	38	79	47	0	54	60	57
Tony Parker	PG	70	75	65	60	5	81	88	84
Robert Horry	SF	68	48	78	70	57	60	59	28
Bruce Bowen	SF	66	51	63	72	34	48	56	22
Beno Udrih	PG	59	40	75	78	35	78	61	63
Devin Brown	SG	58	62	79	70	72	75	70	36
Sean Marks	PF	55	48	78	0	58	59	29	15
Rasho Nesterovic	C	54	71	46	0	58	43	28	18
Fabricio Oberto	C	53	70	48	25	25	58	48	46
Nazr Mohammed	C	52	72	67	0	58	72	24	8
Linton Johnson	SF	38	61	59	35	58	45	35	18



Playing As

The Spurs have a great distribution of EA SPORTS™ Freestyle Superstars, with a wide variety of talents. The combination of Duncan's post moves and Ginobili's scoring makes a potent inside-out attack; bring Brent Barry off the bench for added three-point punch and to really spice up the offense.

On defense, put Bowen on the other team's best perimeter scorer, and put Duncan on the best post player. That combination will stall all but the most potent offenses.

Playing Against

There's no magic formula for beating the Spurs; that's why they won all last year. To defeat them, you must run a variety of offensive plays, move the ball well, and have a little bit of luck.

Try to get the ball in the hands of someone *not* guarded by Bowen or Duncan.

On defense, you can sag off the three-point line a bit if Barry isn't in the game. If he is, go out to guard him. If possible, try to make guys like Nazr Mohammed shoot the ball.

SAN ANTONIO SPURS

Defensive Skill

PLAYER	POSITION	STEALING	BLOCKING	DEF. AWARENESS	SPEED	QUICKNESS
Manu Ginobili	SG	84	19	81	84	86
Linton Johnson	SF	83	70	44	46	42
Robert Horry	SF	82	68	76	61	61
Mike Wilks	PG	82	5	60	70	75
Bruce Bowen	SF	81	23	90	68	85
Tony Parker	PG	65	1	68	95	95
Beno Udrih	PG	65	12	53	56	65
Glenn Robinson	SF	58	11	51	64	59
Devin Brown	SG	57	14	52	69	67
Nazr Mohammed	C	54	72	45	45	50
Brent Barry	SG	40	18	39	65	66
Tim Duncan	PF	36	88	94	65	67
Fabricio Oberto	C	35	35	51	65	62
Rasho Nesterovic	C	30	83	34	58	60
Sean Marks	PF	22	72	42	52	50

Rebounding

PLAYER	POSITION	OFF. REBOUNDING	DEF. REBOUNDING	JUMPING	STRENGTH
Nazr Mohammed	C	84	79	40	73
Rasho Nesterovic	C	75	74	50	68
Tim Duncan	PF	71	94	60	85
Linton Johnson	SF	66	78	40	50
Sean Marks	PF	58	75	50	73
Robert Horry	SF	51	67	42	48
Fabricio Oberto	C	35	48	40	68
Glenn Robinson	SF	28	57	55	72
Manu Ginobili	SG	26	55	70	56
Devin Brown	SG	23	58	64	73
Bruce Bowen	SF	15	46	60	48
Tony Parker	PG	12	47	60	43
Beno Udrih	PG	11	30	55	56
Mike Wilks	PG	11	39	20	48
Brent Barry	SG	10	49	55	52

Athletic Skills

PLAYER	POSITION	JUMPING	SPEED	QUICKNESS	STRENGTH	HARDINESS	ENDURANCE
Manu Ginobili	SG	70	84	86	56	70	66
Devin Brown	SG	64	69	67	73	60	45
Bruce Bowen	SF	60	68	85	48	90	72
Tim Duncan	PF	60	65	67	85	85	71
Tony Parker	PG	60	95	95	43	85	75
Brent Barry	SG	55	65	66	52	53	70
Glenn Robinson	SF	55	64	59	72	60	32
Beno Udrih	PG	55	56	65	56	70	41
Sean Marks	PF	50	52	50	73	70	23
Rasho Nesterovic	C	50	58	60	68	80	58
Robert Horry	SF	42	61	61	48	73	47
Linton Johnson	SF	40	46	42	50	60	13
Nazr Mohammed	C	40	45	50	73	60	59
Fabricio Oberto	C	40	65	62	68	75	40
Mike Wilks	PG	20	70	75	48	50	19



OFFICIAL NBA LICENSE

SEATTLE SUPERSONICS

The Sonics had a breakout season last year, putting up a sweet 52–30 record and promising to make waves in the playoffs. Unfortunately, injuries in the first round hindered the Sonics, and they were sent packing early.

This year, the Sonics hope to regain last year's form. They've got the whole package: dynamic scorers in sweet-shooting All-Stars Ray Allen and Rashard Lewis, talented young players in Luke Ridnour and Nick Collison, and tough warriors in Danny Fortson and Reggie Evans. The center position remains a bit of a question mark for the Sonics, but they might just have the talent to overcome that deficiency. Stay tuned.



Recommended Starters

Luke Ridnour	Ray Allen	Rashard Lewis	Nick Collison	Danny Fortson
Position PG	Position SG	Position SF	Position PF	Position C
Overall Rating 72	Overall Rating 88	Overall Rating 81	Overall Rating 68	Overall Rating 65

EA SPORTS™ Freestyle Superstar

Name	Position	Default Superstar Types	Possible Other Superstar Types
Ray Allen	SG	Outside Scorer	Shooter
Rashard Lewis	SF	Inside Scorer	Outside Scorer, Shooter
Luke Ridnour	PG	Playmaker	—



Overall Rating

PLAYER	POSITION	RATING
Ray Allen	SG	88
Rashard Lewis	SF	81
Luke Ridnour	PG	72
Nick Collison	PF	68
Ronald Murray	SG	68
Vladimir Radmanovic	PF	68
Danny Fortson	C	65
Damien Wilkins	SF	64
Reggie Evans	PF	63
Vitaly Potapenko	C	61
Robert Swift	C	59
Mateen Cleaves	PG	56
Johan Petro	C	56

Playing As

This is a team that can flat-out shoot, so jack up shots from all over the floor; Ray Allen and Rashard Lewis can fill up the basket from anywhere, and Luke Ridnour isn't far behind them.

Run your offense through your guards and small forward. If you want still more offensive options, bring in Radmanovic, and you've got another great three-point threat.

Playing Against

Any defense that covers outside shooters is a good defense against the Sonics. Play close and play hard; don't allow open shots. Force penetration to the lane or post play, and hope your interior defenders can come over to help out.

On offense, punch the ball inside. The Sonics become a better defensive team if they bring in players like Reggie Evans, but this limits their offense—and they probably won't want to do that. So attack the center and keep pounding away.

Offensive Skills

PLAYER	POSITION	FG	INSIDE SHOOTING	FT	3 PT	DUNKING	OFF. AWARENESS	DRIBBLING	PASSING
Ray Allen	SG	91	52	88	87	81	91	84	67
Vladimir Radmanovic	PF	81	54	78	79	58	76	46	22
Rashard Lewis	SF	80	80	85	83	83	87	80	16
Luke Ridnour	PG	70	50	88	74	5	81	86	86
Damien Wilkins	SF	70	43	61	62	50	67	60	23
Ronald Murray	SG	64	53	73	59	49	73	64	35
Nick Collison	PF	57	63	70	0	62	62	52	11
Vitaly Potapenko	C	55	68	87	0	49	65	28	12
Danny Fortson	C	52	67	87	0	52	76	40	2
Mateen Cleaves	PG	48	36	42	47	0	64	75	80
Reggie Evans	PF	39	63	53	0	58	38	35	14
Robert Swift	C	38	67	51	0	69	65	42	29
Johan Petro	C	37	68	68	0	50	40	40	14

SEATTLE SUPERSONICS

Defensive Skill

PLAYER	POSITION	STEALING	BLOCKING	DEF. AWARENESS	SPEED	QUICKNESS
Damien Wilkins	SF	76	30	48	60	55
Mateen Cleaves	PG	70	2	52	76	72
Luke Ridnour	PG	67	14	50	84	80
Ronald Murray	SG	62	19	66	83	80
Ray Allen	SG	59	23	65	85	81
Reggie Evans	PF	56	12	55	52	54
Vladimir Radmanovic	PF	56	27	41	61	63
Rashard Lewis	SF	49	36	40	78	82
Nick Collison	PF	44	57	45	60	60
Vitaly Potapenko	C	38	14	47	47	42
Danny Fortson	C	25	10	50	55	64
Johan Petro	C	20	61	55	60	60
Robert Swift	C	14	67	41	50	54

Rebounding

PLAYER	POSITION	OFF. REBOUNTING	DEF. REBOUNTING	JUMPING	STRENGTH
Danny Fortson	C	91	81	47	82
Reggie Evans	PF	86	98	51	73
Nick Collison	PF	78	75	48	77
Vitaly Potapenko	C	70	72	44	93
Robert Swift	C	51	57	63	66
Damien Wilkins	SF	44	36	50	65
Johan Petro	C	40	50	20	68
Rashard Lewis	SF	32	54	84	52
Ray Allen	SG	23	56	78	54
Vladimir Radmanovic	PF	22	67	75	63
Luke Ridnour	PG	16	30	40	37
Mateen Cleaves	PG	15	39	40	63
Ronald Murray	SG	12	49	57	47

Athletic Skills

PLAYER	POSITION	JUMPING	SPEED	QUICKNESS	STRENGTH	HARDINESS	ENDURANCE
Rashard Lewis	SF	84	78	82	52	70	80
Ray Allen	SG	78	85	81	54	90	84
Vladimir Radmanovic	PF	75	61	63	63	32	64
Robert Swift	C	63	50	54	66	75	11
Ronald Murray	SG	57	83	80	47	70	41
Reggie Evans	PF	51	52	54	73	70	57
Damien Wilkins	SF	50	60	55	65	70	37
Nick Collison	PF	48	60	60	77	75	46
Danny Fortson	C	47	55	64	82	70	41
Vitaly Potapenko	C	44	47	42	93	87	24
Mateen Cleaves	PG	40	76	72	63	39	10
Luke Ridnour	PG	40	84	80	37	65	71
Johan Petro	C	20	60	60	68	75	40



OFFICIAL LICENSE

TORONTO RAPTORS

After removing the face of the franchise—high-flying forward Vince Carter—the Raptors are a club in search of an identity. They have a core of talented young players, including playground legend Rafer Alston and aggressive forward Chris Bosh. But the loss of Carter and veteran forward Donyell Marshall leaves Jalen Rose as the only veteran with big-time credentials.

Head coach Sam Mitchell has his work cut out for him. In a league that favors experience and savvy, he's got to get a young group pointed in the right direction. It remains to be seen what the Raptors can accomplish this year.



Recommended Starters

Rafer Alston	Morris Peterson	Jalen Rose	Chris Bosh	Rafael Araujo
Position PG	Position SG	Position SF	Position PF	Position C
Overall Rating 71	Overall Rating 73	Overall Rating 75	Overall Rating 83	Overall Rating 63

EA SPORTS™ Freestyle Superstar

Name	Position	Default Superstar Types	Possible Other Superstar Types
Rafer Alston	PG	Playmaker	—
Chris Bosh	PF	Inside Scorer	Inside Stopper

Overall Rating

PLAYER	POSITION	RATING
Chris Bosh	PF	83
Jalen Rose	SF	75
Morris Peterson	SG	73
Rafer Alston	PG	71
Joey Graham	SF	70
Lamond Murray	SG	70
Charlie Villanueva	PF	69
Eric Williams	SF	64
Rafael Araujo	C	63
Alvin Williams	PG	63
Jose Manuel Calderon	PG	62
Loren Woods	C	62
Matt Bonner	PF	61
Pape Sow	PF	61
Aaron Williams	PF	58

Playing As

Bosh, Rose, Alston, and Peterson all have some shooting range, but none is a genuine go-to outside scorer. Bosh is very capable inside, though, so set up post play as much as possible.

With several competent offensive players, it's not so much about who takes the shots as how open the shots are. Choose wisely.

Playing Against

Play straight up defense, since nobody's really going to torch you. You can hold the Raptors to a modest point total.

Any attack works, though the interior is the weakest. Chris Bosh is a solid defender, but the Raptors are centerless, so a strong post player can have his way in the paint.



Offensive Skills

PLAYER	POSITION	FG	INSIDE SHOOTING	FT	3 PT	DUNKING	OFF. AWARENESS	DRIBBLING	PASSING
Chris Bosh	PF	80	85	76	39	80	85	55	23
Jalen Rose	SF	74	62	85	73	58	81	79	36
Rafer Alston	PG	71	22	74	76	12	81	99	86
Joey Graham	SF	68	72	83	35	75	54	54	44
Morris Peterson	SG	68	52	83	77	65	78	70	32
Lamond Murray	SG	67	51	76	79	62	76	65	23
Jose Manuel Calderon	PG	63	30	56	51	50	50	60	69
Alvin Williams	PG	60	55	78	55	10	54	76	63
Eric Williams	SF	54	57	69	63	58	60	55	33
Charlie Villanueva	PF	53	65	68	30	55	55	51	40
Loren Woods	C	50	64	57	0	66	46	40	11
Rafael Araujo	C	45	70	78	14	65	49	42	9
Aaron Williams	PF	45	65	68	0	69	43	20	11
Matt Bonner	PF	40	52	78	67	40	72	36	14
Pape Sow	PF	26	65	59	0	80	46	39	2

Defensive Skill

TORONTO RAPTORS

PLAYER	POSITION	STEALING	BLOCKING	DEF. AWARENESS	SPEED	QUICKNESS
Pape Sow	PF	81	25	48	55	57
Rafer Alston	PG	78	3	36	84	79
Morris Peterson	SG	65	10	55	70	72
Lamond Murray	SG	64	27	50	66	62
Alvin Williams	PG	59	9	64	78	69
Eric Williams	SF	52	3	54	75	72
Rafael Araujo	C	51	16	39	45	45
Joey Graham	SF	51	11	62	68	62
Jose Manuel Calderon	PG	50	10	60	75	70
Chris Bosh	PF	46	80	80	65	61
Matt Bonner	PF	44	19	55	44	44
Jalen Rose	SF	41	5	77	77	79
Aaron Williams	PF	28	39	60	58	51
Charlie Villanueva	PF	27	68	60	60	56
Loren Woods	C	19	88	56	34	38

Rebounding

PLAYER	POSITION	OFF. REBOUNDING	DEF. REBOUNDING	JUMPING	STRENGTH
Loren Woods	C	79	84	45	73
Rafael Araujo	C	64	78	47	94
Matt Bonner	PF	56	60	40	67
Pape Sow	PF	56	74	70	73
Charlie Villanueva	PF	55	63	68	68
Chris Bosh	PF	51	80	80	50
Aaron Williams	PF	43	70	73	68
Joey Graham	SF	40	57	65	72
Lamond Murray	SG	37	68	48	70
Eric Williams	SF	26	50	50	58
Morris Peterson	SG	22	56	60	57
Jalen Rose	SF	12	44	56	60
Rafer Alston	PG	11	46	40	40
Jose Manuel Calderon	PG	10	25	70	32
Alvin Williams	PG	8	41	38	42

Athletic Skills

PLAYER	POSITION	JUMPING	SPEED	QUICKNESS	STRENGTH	HARDINESS	ENDURANCE
Chris Bosh	PF	80	65	61	50	70	81
Aaron Williams	PF	73	58	51	68	61	21
Jose Manuel Calderon	PG	70	75	70	32	50	80
Pape Sow	PF	70	55	57	73	60	21
Charlie Villanueva	PF	68	60	56	68	65	60
Joey Graham	SF	65	68	62	72	80	50
Morris Peterson	SG	60	70	72	57	75	69
Jalen Rose	SF	56	77	79	60	86	74
Eric Williams	SF	50	75	72	58	65	53
Lamond Murray	SG	48	66	62	70	65	38
Rafael Araujo	C	47	45	45	94	85	33
Loren Woods	C	45	34	38	73	50	36
Rafer Alston	PG	40	84	79	40	66	75
Matt Bonner	PF	40	44	44	67	75	49
Alvin Williams	PG	38	78	69	42	47	65

UTAH JAZZ

The Jazz was one of last season's most puzzling teams. After a flurry of front-office activity resulting in the acquisition of prime-time free agents Mehmet Okur (from the NBA Champion Detroit Pistons) and Carlos Boozer (from Cleveland), the Jazz looked ready to romp through the West with a monster lineup of talented big men. Alas, it was not to be. After a quick start, the Jazz limped to a losing record, missing the playoffs and prompting the universal question: What happened?

The good news is that, at least on paper, the Jazz still look poised to do some damage. They *still* have all those talented big men, and the addition of a new point guard (Deron Williams) will hopefully be the oil that makes the Jazz's engine run. Defensive standout Andrei Kirilenko remains this team's centerpiece.



Recommended Starters

Deron Williams	Gordan Giricek	Andrei Kirilenko	Carlos Boozer	Mehmet Okur
Position PG	Position SG	Position SF	Position PF	Position C
Overall Rating 70	Overall Rating 67	Overall Rating 89	Overall Rating 72	Overall Rating 68

EA SPORTS™ Freestyle Superstar

Name	Position	Default Superstar Types	Possible Other Superstar Types
Andrei Kirilenko	SF	Inside Stopper	Inside Scorer, Outside Stopper



Overall Rating

PLAYER	POSITION	RATING
Andrei Kirilenko	SF	89
Carlos Boozer	PF	72
Matt Harpring	SF	70
Deron Williams	PG	70
Mehmet Okur	C	68
Gordan Giricek	SG	67
Keith McLeod	PG	63
Kris Humphries	PF	61
Ben Handlogten	C	59
C. J. Miles	SG	59
Greg Ostertag	C	58
Jarron Collins	C	54

Playing As

The Jazz have skilled big men, especially on defense, so play tough man-to-man and stifle the opposition.

On offense, work the inside as much as possible—because your outside shooting is mediocre. Boozer is a strong and active post player, and Okur can be effective in the right situations. Deron Williams adds some much-needed skill at point guard.

Playing Against

Crowd the lane and force the Jazz to shoot from long range. If you can succeed at this, you'll likely win.

On defense, stay away from Kirilenko. He's one of the few players who can defend just as well on the inside as on the outside.

Offensive Skills

PLAYER	POSITION	FG	INSIDE SHOOTING	FT	3 PT	DUNKING	OFF. AWARENESS	DRIBBLING	PASSING
Gordan Giricek	SG	75	50	81	63	40	75	63	39
Andrei Kirilenko	SF	75	80	78	56	80	85	55	47
Deron Williams	PG	75	49	84	67	10	67	81	75
Keith McLeod	PG	68	36	76	50	0	57	65	83
C. J. Miles	SG	65	45	70	64	35	45	65	58
Matt Harpring	SF	62	58	77	40	49	75	74	26
Mehmet Okur	C	58	68	85	48	47	76	55	35
Carlos Boozer	PF	55	68	69	0	78	79	46	39
Jarron Collins	C	48	64	69	0	54	41	34	30
Kris Humphries	PF	44	63	43	23	52	60	38	23
Ben Handlogten	C	33	74	70	0	65	60	25	21
Greg Ostertag	C	30	62	34	0	58	28	23	32

UTAH JAZZ

Defensive Skill

PLAYER	POSITION	STEALING	BLOCKING	DEF. AWARENESS	SPEED	QUICKNESS
Andrei Kirilenko	SF	82	98	95	64	85
Keith McLeod	PG	80	12	60	65	70
Deron Williams	PG	64	1	59	75	75
Kris Humphries	PF	51	32	45	40	60
Gordan Giricek	SG	49	9	45	70	70
Matt Harpring	SF	49	9	64	64	59
Ben Handlogten	C	43	27	42	50	47
C. J. Miles	SG	43	12	40	71	68
Carlos Boozer	PF	41	21	51	56	57
Mehmet Okur	C	24	46	35	45	48
Greg Ostertag	C	22	85	66	40	41
Jarron Collins	C	20	9	47	43	46

Rebounding

PLAYER	POSITION	OFF. REBOUNDING	DEF. REBOUNDING	JUMPING	STRENGTH
Carlos Boozer	PF	74	80	66	81
Greg Ostertag	C	74	85	25	82
Kris Humphries	PF	67	71	56	66
Mehmet Okur	C	67	81	43	70
Ben Handlogten	C	61	71	45	67
Matt Harpring	SF	60	57	50	67
Andrei Kirilenko	SF	51	81	75	50
Jarron Collins	C	47	58	56	74
Deron Williams	PG	25	30	50	35
C. J. Miles	SG	23	28	50	35
Gordan Giricek	SG	11	49	60	57
Keith McLeod	PG	11	35	35	50

Athletic Skills

PLAYER	POSITION	JUMPING	SPEED	QUICKNESS	STRENGTH	HARDINESS	ENDURANCE
Andrei Kirilenko	SF	75	64	85	50	71	65
Carlos Boozer	PF	66	56	57	81	75	71
Gordan Giricek	SG	60	70	70	57	80	52
Jarron Collins	C	56	43	46	74	62	43
Kris Humphries	PF	56	40	60	66	80	36
Matt Harpring	SF	50	64	59	67	80	73
C. J. Miles	SG	50	71	68	35	70	40
Deron Williams	PG	50	75	75	35	85	70
Ben Handlogten	C	45	50	47	67	80	28
Mehmet Okur	C	43	45	48	70	51	65
Keith McLeod	PG	35	65	70	50	70	56
Greg Ostertag	C	25	40	41	82	70	28

WASHINGTON WIZARDS

The Wizards broke out of a long postseason drought last year, making it to the playoffs and inspiring the long-suffering Washington fans. The key to Washington's success was the talented, high-scoring trio of Larry Hughes, Gilbert Arenas, and Antawn Jamison. With Larry Hughes bolting for Cleveland this season, the onus will be on head coach Eddie Jordan to keep the ball rolling.

Washington's most obvious needs lie in the frontcourt, where highly touted number-one draft pick Kwame Brown never panned out. If the Wizards can shore up the middle, they might find themselves in the playoff hunt once again this season.



Recommended Starters

Gilbert Arenas	Jarvis Hayes	Caron Butler	Antawn Jamison	Brendan Haywood
Position PG	Position SG	Position SF	Position PF	Position C
Overall Rating 88	Overall Rating 70	Overall Rating 75	Overall Rating 81	Overall Rating 69

EA SPORTS™ Freestyle Superstar

Name	Position	Default Superstar Types	Possible Other Superstar Types
Gilbert Arenas	PG	Outside Scorer, Outside Stopper	—
Antawn Jamison	PF	Inside Scorer	—

Overall Rating

PLAYER	POSITION	RATING
Gilbert Arenas	PG	88
Antawn Jamison	PF	81
Caron Butler	SF	75
Jarvis Hayes	SG	70
Antonio Daniels	PG	69
Brendan Haywood	C	69
Jared Jeffries	SF	66
Chucky Atkins	PG	65
Michael Ruffin	C	64
Etan Thomas	PF	64
Anthony Peeler	SG	62
Peter John Ramos	C	60
Steve Blake	PG	55
Damone Brown	PF	55

Playing As

Gilbert Arenas is your ticket to success. Ride his playmaking ability on offense, and use his uncanny ability to steal the rock on defense. Look to Antawn Jamison to add some punch down low.

You've got several credible bench players, so mix up the lineup if you aren't getting good production.

Playing Against

Play straight-up defense, occasionally doubling on Arenas or Jamison when they get the ball in a good spot. Forcing someone else to take the shot will enhance your chances of victory.

Gilbert Arenas is the only lockdown defender on this team, so be cautious if your point guard isn't an excellent ball handler. Other than that, you should have little difficulty running your offensive sets.



Offensive Skills

PLAYER	POSITION	FG	INSIDE SHOOTING	FT	3 PT	DUNKING	OFF. AWARENESS	DRIBBLING	PASSING
Gilbert Arenas	PG	82	60	77	74	65	87	86	81
Antawn Jamison	PF	80	85	76	64	82	85	65	28
Chucky Atkins	PG	75	32	80	79	0	73	78	60
Anthony Peeler	SG	69	42	84	76	10	54	70	51
Antonio Daniels	PG	62	49	81	59	48	78	72	81
Caron Butler	SF	59	59	86	54	80	75	70	25
Jared Jeffries	SF	59	62	61	36	64	46	66	24
Jarvis Hayes	SG	55	41	83	64	58	67	66	28
Steve Blake	PG	52	47	80	68	0	56	85	51
Damone Brown	PF	46	53	50	28	58	50	42	36
Brendan Haywood	C	46	73	60	0	59	65	33	14
Etan Thomas	PF	40	76	52	0	68	64	25	9
Peter John Ramos	C	38	61	53	0	55	65	47	41
Michael Ruffin	C	35	49	43	0	60	16	46	23

WASHINGTON WIZARDS

Defensive Skill

PLAYER	POSITION	STEALING	BLOCKING	DEF. AWARENESS	SPEED	QUICKNESS
Gilbert Arenas	PG	83	35	82	86	87
Caron Butler	SF	73	12	50	75	75
Anthony Peeler	SG	62	5	50	65	62
Michael Ruffin	C	62	52	60	67	71
Jarvis Hayes	SG	57	9	55	84	72
Brendan Haywood	C	51	82	58	52	41
Jared Jeffries	SF	46	23	43	66	62
Chucky Atkins	PG	44	0	50	76	79
Antonio Daniels	PG	44	1	52	74	69
Antawn Jamison	PF	38	9	61	73	71
Steve Blake	PG	36	0	38	70	81
Etan Thomas	PF	32	84	68	50	48
Peter John Ramos	C	24	60	24	50	49
Damone Brown	PF	20	50	50	45	50

Rebounding

PLAYER	POSITION	OFF. REBOUNDING	DEF. REBOUNDING	JUMPING	STRENGTH
Michael Ruffin	C	83	71	62	74
Brendan Haywood	C	77	71	53	79
Jared Jeffries	SF	73	67	68	60
Etan Thomas	PF	70	76	50	78
Peter John Ramos	C	65	70	48	78
Damone Brown	PF	60	60	50	48
Antawn Jamison	PF	49	71	81	60
Gilbert Arenas	PG	46	56	60	60
Caron Butler	SF	42	58	80	58
Steve Blake	PG	22	43	30	37
Jarvis Hayes	SG	21	63	63	60
Anthony Peeler	SG	21	50	50	58
Chucky Atkins	PG	8	29	50	35
Antonio Daniels	PG	7	37	65	56

Athletic Skills

PLAYER	POSITION	JUMPING	SPEED	QUICKNESS	STRENGTH	HARDINESS	ENDURANCE
Antawn Jamison	PF	81	73	71	60	90	80
Caron Butler	SF	80	75	75	58	60	77
Jared Jeffries	SF	68	66	62	60	50	57
Antonio Daniels	PG	65	74	69	56	71	62
Jarvis Hayes	SG	63	84	72	60	84	61
Michael Ruffin	C	62	67	71	74	69	43
Gilbert Arenas	PG	60	86	87	60	70	65
Brendan Haywood	C	53	52	41	79	72	61
Chucky Atkins	PG	50	76	79	35	77	78
Damone Brown	PF	50	45	50	48	50	21
Anthony Peeler	SG	50	65	62	58	60	31
Etan Thomas	PF	50	50	48	78	40	45
Peter John Ramos	C	48	50	49	78	85	7
Steve Blake	PG	30	70	81	37	38	34

2004-05 WEST ALL-STARS



Recommended Starters

Steve Nash	Kobe Bryant	Tracy McGrady	Kevin Garnett	Yao Ming
Position PG	Position SG	Position SF	Position PF	Position C
Overall Rating 85	Overall Rating 95	Overall Rating 93	Overall Rating 96	Overall Rating 87

Overall Rating

PLAYER	POSITION	RATING
Kevin Garnett	PF	96
Kobe Bryant	SG	95
Tracy McGrady	SF	93
Tim Duncan	PF	91
Shawn Marion	PF	91
Amare Stoudemire	C	90
Ray Allen	SG	88
Manu Ginobili	SG	88
Yao Ming	C	87
Dirk Nowitzki	PF	86
Steve Nash	PG	85
Rashard Lewis	SF	81

The West All-Stars are a formidable crew; you can build any number of great lineups from this selection of standouts. Our recommended lineup balances offensive fireworks with great defense.



Offensive Skills

PLAYER	POSITION	FG	INSIDE SHOOTING	FT	3 PT	DUNKING	OFF. AWARENESS	DRIBBLING	PASSING
Ray Allen	SG	91	52	88	87	81	91	84	67
Dirk Nowitzki	PF	91	86	86	80	68	90	59	37
Kobe Bryant	SG	87	80	85	80	95	91	88	80
Tracy McGrady	SF	86	80	85	80	93	91	85	80
Steve Nash	PG	86	60	93	83	0	99	95	99
Tim Duncan	PF	85	99	67	22	85	90	46	50
Yao Ming	C	82	87	78	33	60	87	55	69
Manu Ginobili	SG	81	80	80	74	80	87	85	80
Kevin Garnett	PF	80	88	80	31	90	87	59	72
Rashard Lewis	SF	80	80	85	83	83	87	80	16
Shawn Marion	PF	75	80	83	65	85	85	71	23
Amare Stoudemire	C	75	85	70	19	98	89	60	21



2004-05 WEST ALL-STARS

Defensive Skill

PLAYER	POSITION	STEALING	BLOCKING	DEF. AWARENESS	SPEED	QUICKNESS
Manu Ginobili	SG	84	19	81	84	86
Shawn Marion	PF	83	80	80	80	85
Tracy McGrady	SF	81	25	82	85	85
Kobe Bryant	SG	80	20	80	87	90
Kevin Garnett	PF	65	81	90	70	70
Ray Allen	SG	59	23	65	85	81
Dirk Nowitzki	PF	57	63	59	64	70
Steve Nash	PG	52	3	74	91	96
Rashard Lewis	SF	49	36	40	78	82
Amare Stoudemire	C	48	80	80	75	74
Tim Duncan	PF	36	88	94	65	67
Yao Ming	C	24	83	82	58	66

Rebounding

PLAYER	POSITION	OFF. REBOUNDING	DEF. REBOUNDING	JUMPING	STRENGTH
Tim Duncan	PF	71	94	60	85
Yao Ming	C	68	82	45	86
Kevin Garnett	PF	63	99	89	85
Shawn Marion	PF	60	89	85	55
Amare Stoudemire	C	60	80	90	85
Rashard Lewis	SF	32	54	84	52
Manu Ginobili	SG	26	55	70	56
Dirk Nowitzki	PF	25	89	60	66
Ray Allen	SG	23	56	78	54
Kobe Bryant	SG	23	57	95	60
Tracy McGrady	SF	16	68	90	50
Steve Nash	PG	16	45	65	51

Athletic Skills

PLAYER	POSITION	JUMPING	SPEED	QUICKNESS	STRENGTH	HARDINESS	ENDURANCE
Kobe Bryant	SG	95	87	90	60	85	84
Tracy McGrady	SF	90	85	85	50	70	86
Amare Stoudemire	C	90	75	74	85	80	79
Kevin Garnett	PF	89	70	70	85	86	60
Shawn Marion	PF	85	80	85	55	63	74
Rashard Lewis	SF	84	78	82	52	70	80
Ray Allen	SG	78	85	81	54	90	84
Manu Ginobili	SG	70	84	86	56	70	66
Steve Nash	PG	65	91	96	51	89	93
Tim Duncan	PF	60	65	67	85	85	71
Dirk Nowitzki	PF	60	64	70	66	85	83
Yao Ming	C	45	58	66	86	90	83

2004-05 EAST ALL-STARS



Recommended Starters

Allen Iverson	Dwyane Wade	LeBron James	Ben Wallace	Shaquille O'Neal
Position PG	Position SG	Position SF	Position PF	Position C
Overall Rating 89	Overall Rating 91	Overall Rating 95	Overall Rating 85	Overall Rating 90

Overall Rating

PLAYER	POSITION	RATING
LeBron James	SF	95
Dwyane Wade	SG	91
Shaquille O'Neal	C	90
Vince Carter	SF	89
Allen Iverson	PG	89
Paul Pierce	SF	89
Gilbert Arenas	PG	88
Jermaine O'Neal	PF	86
Ben Wallace	C	85
Antawn Jamison	PF	81
Zydrunas Ilgauskas	C	78
Grant Hill	SF	73

Our recommended East All-Stars lineup combines explosive scoring with stout defense. Ben Wallace can play center, but move him to power forward and pair him with Shaq to get a bruising frontcourt that's virtually unstoppable on either end of the floor.



Offensive Skills

PLAYER	POSITION	FG	INSIDE SHOOTING	FT	3 PT	DUNKING	OFF. AWARENESS	DRIBBLING	PASSING
Shaquille O'Neal	C	89	95	46	0	97	84	39	50
Allen Iverson	PG	85	60	83	65	40	91	99	90
Gilbert Arenas	PG	82	60	77	74	65	87	86	81
Vince Carter	SF	80	80	85	80	94	87	80	56
LeBron James	SF	80	80	75	67	97	87	85	83
Antawn Jamison	PF	80	85	76	64	82	85	65	28
Jermaine O'Neal	PF	80	90	75	10	85	88	44	45
Paul Pierce	SF	80	80	85	80	80	87	83	57
Dwyane Wade	SG	80	80	76	50	87	87	85	87
Grant Hill	SF	79	63	82	21	60	81	76	44
Zydrunas Ilgauskas	C	75	81	79	15	63	86	30	18
Ben Wallace	C	55	75	42	7	85	51	21	22



2004-05 EAST ALL-STARS

Defensive Skill

PLAYER	POSITION	STEALING	BLOCKING	DEF.	AWARENESS	SPEED	QUICKNESS
Allen Iverson	PG	86	3		90	99	99
LeBron James	SF	84	23		80	92	85
Gilbert Arenas	PG	83	35		82	80	86
Dwyane Wade	SG	82	43		83	94	90
Paul Pierce	SF	80	19		69	81	78
Ben Wallace	C	80	83		99	65	85
Grant Hill	SF	75	18		71	80	80
Vince Carter	SF	70	20		70	82	80
Antawn Jamison	PF	38	9		61	73	71
Zydrunas Ilgauskas	C	36	82		81	46	59
Jermaine O'Neal	PF	28	80		82	69	75
Shaquille O'Neal	C	25	84		95	60	63

Rebounding

PLAYER	POSITION	OFF. REBOUNDING	DEF. REBOUNDING	JUMPING	STRENGTH
Zydrunas Ilgauskas	C	79	83	56	70
Shaquille O'Neal	C	79	91	84	99
Ben Wallace	C	77	91	80	90
Antawn Jamison	PF	49	71	81	60
Gilbert Arenas	PG	46	56	60	60
Jermaine O'Neal	PF	44	85	80	85
Vince Carter	SF	29	54	98	60
Grant Hill	SF	26	54	55	61
Dwyane Wade	SG	25	50	89	60
LeBron James	SF	23	60	97	85
Paul Pierce	SF	21	64	72	68
Allen Iverson	PG	12	40	80	37

Athletic Skills

PLAYER	POSITION	JUMPING	SPEED	QUICKNESS	STRENGTH	HARDINESS	ENDURANCE
Vince Carter	SF	98	82	80	60	70	79
LeBron James	SF	97	92	85	85	85	80
Dwyane Wade	SG	89	94	90	60	65	75
Shaquille O'Neal	C	84	60	63	99	80	74
Antawn Jamison	PF	81	73	71	60	90	80
Allen Iverson	PG	80	99	99	37	90	91
Jermaine O'Neal	PF	80	69	75	85	85	69
Ben Wallace	C	80	65	85	90	90	77
Paul Pierce	SF	72	81	78	68	90	79
Gilbert Arenas	PG	60	80	86	60	70	65
Zydrunas Ilgauskas	C	56	46	59	70	60	74
Grant Hill	SF	55	80	80	61	40	74

1950's ALL-STARS



Recommended Starters

Bob Cousy	Bill Sharman	Paul Arizin	Dolph Schayes	Bob Pettit
Position PG	Position SG	Position SF	Position PF	Position C
Overall Rating 83	Overall Rating 75	Overall Rating 72	Overall Rating 74	Overall Rating 74

Overall Rating

PLAYER	POSITION	RATING
Bob Cousy	PG	83
Bill Sharman	SG	75
Bob Pettit	C	74
Dolph Schayes	PF	74
Paul Arizin	SF	72
Richie Guerin	SF	71
Cliff Hagan	SF	71
Harry Gallatin	PF	70
George Yardley	SF	70
Carl Braun	SG	68

The 1950's All-Stars are a blast from the NBA's past. Perhaps the most recognizable talent is Bob Cousy, the exceptionally gifted point guard.



Offensive Skills

1950's ALL-STARS

PLAYER	POSITION	FG	INSIDE SHOOTING	FT	3 PT	DUNKING	OFF. AWARENESS	DRIBBLING	PASSING
Bill Sharman	SG	85	51	88	85	55	94	65	61
Paul Arizin	SF	84	48	81	75	55	85	61	52
Bob Cousy	PG	78	48	80	70	10	97	96	99
Bob Pettit	C	78	85	76	15	55	80	60	40
Richie Guerin	SF	75	52	78	45	55	80	70	70
Dolph Schayes	PF	75	75	84	8	55	85	55	55
Cliff Hagan	SF	74	84	80	25	10	88	55	41
George Yardley	SF	74	85	78	35	10	80	55	35
Carl Braun	SG	65	75	80	45	0	85	50	55
Harry Gallatin	PF	57	75	77	2	0	75	45	35

Defensive Skill

1950's ALL-STARS

PLAYER	POSITION	STEALING	BLOCKING	DEF. AWARENESS	SPEED	QUICKNESS
Bill Sharman	SG	62	5	90	65	70
Bob Cousy	PG	60	10	89	91	95
Paul Arizin	SF	43	5	62	71	65
Harry Gallatin	PF	39	55	75	60	55
Richie Guerin	SF	39	6	74	70	70
Cliff Hagan	SF	35	8	71	66	66
George Yardley	SF	34	15	70	70	70
Carl Braun	SG	28	37	75	60	58
Bob Pettit	C	28	25	70	45	55
Dolph Schayes	PF	25	25	75	55	50

Rebounding

1950's ALL-STARS

PLAYER	POSITION	OFF. REBOUNDING	DEF. REBOUNDING	JUMPING	STRENGTH
Bob Pettit	C	78	75	40	66
Harry Gallatin	PF	70	74	40	60
Dolph Schayes	PF	65	70	40	60
George Yardley	SF	50	70	70	30
Carl Braun	SG	44	75	40	24
Cliff Hagan	SF	44	74	70	38
Paul Arizin	SF	28	57	40	32
Bob Cousy	PG	22	65	50	22
Richie Guerin	SF	18	43	40	36
Bill Sharman	SG	12	30	40	28

Athletic Skills

1950's ALL-STARS

PLAYER	POSITION	JUMPING	SPEED	QUICKNESS	STRENGTH	HARDINESS	ENDURANCE
Cliff Hagan	SF	70	66	66	38	90	90
George Yardley	SF	70	70	70	30	80	90
Bob Cousy	PG	50	91	95	22	90	90
Paul Arizin	SF	40	71	65	32	85	90
Carl Braun	SG	40	60	58	24	85	90
Harry Gallatin	PF	40	60	55	60	99	90
Richie Guerin	SF	40	70	70	36	85	90
Bob Pettit	C	40	45	55	66	80	90
Dolph Schayes	PF	40	55	50	60	88	90
Bill Sharman	SG	40	65	70	28	85	90

1960's ALL-STARS

Recommended Starters

Lenny Wilkens	Oscar Robertson	Elgin Baylor	Wilt Chamberlain	Bill Russell
Position PG	Position SG	Position SF	Position PF	Position C
Overall Rating 80	Overall Rating 88	Overall Rating 80	Overall Rating 92	Overall Rating 87



Overall Rating

PLAYER	POSITION	RATING
Wilt Chamberlain	C	92
Oscar Robertson	SG	88
Bill Russell	C	87
Elgin Baylor	SF	80
Lenny Wilkens	PG	80
Willis Reed	C	77
Jerry Lucas	PF	76
Hal Greer	SG	72
Tommy Heinsohn	PF	71
Sam Jones	SG	71
Walt Bellamy	C	67

The 1960's All-Stars are a truly formidable group. Our recommended lineup puts Wilt Chamberlain and Bill Russell on the floor together, creating a massive lineup that creates endless matchup difficulties for the opposition.





OFFICIAL NBA LICENSE

Offensive Skills

1960's ALL-STARs

PLAYER	POSITION	FG	INSIDE SHOOTING	FT	3 PT	DUNKING	OFF. AWARENESS	DRIBBLING	PASSING
Wilt Chamberlain	C	86	99	51	6	99	86	51	58
Sam Jones	SG	85	58	80	75	10	85	60	55
Oscar Robertson	SG	85	75	84	60	79	93	81	78
Lenny Wilkens	PG	85	51	77	60	65	97	83	76
Willis Reed	C	84	82	75	5	65	85	45	38
Hal Greer	SG	81	43	80	75	0	94	71	61
Tommy Heinsohn	PF	74	80	79	48	45	90	50	38
Elgin Baylor	SF	70	84	78	20	78	90	55	50
Jerry Lucas	PF	65	60	78	60	45	94	45	55
Bill Russell	C	55	80	56	2	79	70	45	52
Walt Bellamy	C	54	80	63	0	10	70	32	35

Defensive Skill

1960's ALL-STARs

PLAYER	POSITION	STEALING	BLOCKING	DEF. AWARENESS	SPEED	QUICKNESS
Lenny Wilkens	PG	65	7	93	89	91
Willis Reed	C	56	62	76	58	61
Sam Jones	SG	54	5	77	71	78
Oscar Robertson	SG	53	19	90	75	78
Hal Greer	SG	50	5	75	87	90
Bill Russell	C	45	99	99	72	61
Wilt Chamberlain	C	39	99	76	68	63
Elgin Baylor	SF	38	25	85	80	77
Tommy Heinsohn	PF	31	13	78	56	55
Walt Bellamy	C	22	61	65	55	58
Jerry Lucas	PF	17	25	97	51	48

Rebounding

1960's ALL-STARs

PLAYER	POSITION	OFF. REBOUNDING	DEF. REBOUNDING	JUMPING	STRENGTH
Jerry Lucas	PF	91	85	40	47
Bill Russell	C	78	99	70	60
Walt Bellamy	C	75	72	50	52
Wilt Chamberlain	C	75	95	65	76
Willis Reed	C	70	60	40	49
Elgin Baylor	SF	64	70	65	42
Oscar Robertson	SG	45	58	70	40
Tommy Heinsohn	PF	37	55	40	61
Sam Jones	SG	17	32	50	34
Lenny Wilkens	PG	16	35	40	24
Hal Greer	SG	15	25	50	22

Athletic Skills

1960's ALL-STARs

PLAYER	POSITION	JUMPING	SPEED	QUICKNESS	STRENGTH	HARDINESS	ENDURANCE
Oscar Robertson	SG	70	75	78	40	90	90
Bill Russell	C	70	72	61	60	90	90
Elgin Baylor	SF	65	80	77	42	90	90
Wilt Chamberlain	C	65	68	63	76	90	90
Walt Bellamy	C	50	55	58	52	90	90
Hal Greer	SG	50	87	90	22	85	90
Sam Jones	SG	50	71	78	34	75	90
Tommy Heinsohn	PF	40	56	55	61	80	90
Jerry Lucas	PF	40	51	48	47	75	90
Willis Reed	C	40	58	61	49	80	90
Lenny Wilkens	PG	40	89	91	24	80	90

1970's ALL-STARS

Recommended Starters

Nate Archibald	Pete Maravich	Billy Cunningham	John Havlicek	Bill Walton
Position PG	Position SG	Position SF	Position PF	Position C
Overall Rating 78	Overall Rating 79	Overall Rating 78	Overall Rating 79	Overall Rating 78



Overall Rating

PLAYER	POSITION	RATING
John Havlicek	SF	79
Pete Maravich	SG	79
Nate Archibald	PG	78
Billy Cunningham	SF	78
Walt Frazier	PG	78
Bill Walton	C	78
Wes Unseld	C	77
Rick Barry	SF	75
Bob Lanier	C	75
Earl Monroe	SG	72
Dave Bing	SG	71
Dave Cowens	PF	70

Our recommended '70s lineup contains Bill Walton, best known as a garrulous courtside announcer. Walton notwithstanding, we went small with this lineup, going with skill over size.



Offensive Skills

PLAYER	POSITION	FG	INSIDE SHOOTING	FT	3 PT	DUNKING	OFF. AWARENESS	DRIBBLING	PASSING
Rick Barry	SF	94	57	89	85	79	92	65	51
Pete Maravich	SG	89	52	82	77	10	97	94	88
Nate Archibald	PG	85	55	81	75	62	85	93	88
Dave Bing	SG	85	54	77	77	0	91	70	71
Walt Frazier	PG	81	57	78	70	53	95	82	73
Billy Cunningham	SF	75	66	72	34	70	85	54	57
Earl Monroe	SG	74	50	80	64	0	90	96	62
John Havlicek	SF	70	55	81	50	79	99	57	70
Bob Lanier	C	68	82	76	2	79	85	37	53
Dave Cowens	PF	65	72	78	5	0	81	42	57
Bill Walton	C	65	84	66	3	70	94	45	74
Wes Unseld	C	45	69	63	0	79	83	39	76

1970's ALL-STARS

Defensive Skill

PLAYER	POSITION	STEALING	BLOCKING	DEF. AWARENESS	SPEED	QUICKNESS
John Havlicek	SF	75	11	91	85	70
Nate Archibald	PG	54	4	65	91	95
Billy Cunningham	SF	54	18	81	70	75
Walt Frazier	PG	49	7	92	80	82
Earl Monroe	SG	49	5	80	85	86
Dave Bing	SG	38	10	85	78	74
Pete Maravich	SG	37	7	62	93	89
Bill Walton	C	35	61	93	63	59
Rick Barry	SF	32	8	50	65	60
Dave Cowens	PF	32	29	92	67	60
Bob Lanier	C	28	55	76	57	53
Wes Unseld	C	17	29	94	45	55

1970's ALL-STARS

Rebounding

1970's ALL-STARS

PLAYER	POSITION	OFF. REBOUNDING	DEF. REBOUNDING	JUMPING	STRENGTH
Wes Unseld	C	88	78	99	52
Bill Walton	C	80	72	65	47
Dave Cowens	PF	75	72	50	45
Billy Cunningham	SF	65	55	65	46
Bob Lanier	C	61	68	40	62
Walt Frazier	PG	20	32	40	34
John Havlicek	SF	20	37	40	54
Rick Barry	SF	17	55	40	40
Dave Bing	SG	16	27	50	26
Pete Maravich	SG	15	26	75	32
Earl Monroe	SG	11	18	50	28
Nate Archibald	PG	8	16	40	17

Athletic Skills

1970's ALL-STARS

PLAYER	POSITION	JUMPING	SPEED	QUICKNESS	STRENGTH	HARDINESS	ENDURANCE
Wes Unseld	C	99	45	55	52	82	90
Pete Maravich	SG	75	93	89	32	85	90
Billy Cunningham	SF	65	70	75	46	80	90
Bill Walton	C	65	63	59	47	15	90
Dave Bing	SG	50	78	74	26	75	90
Dave Cowens	PF	50	67	60	45	76	90
Earl Monroe	SG	50	85	86	28	85	90
Nate Archibald	PG	40	91	95	17	85	90
Rick Barry	SF	40	65	60	40	95	90
Walt Frazier	PG	40	80	82	34	85	90
John Havlicek	SF	40	85	70	54	90	90
Bob Lanier	C	40	57	53	62	74	90

1980's ALL-STARS



Recommended Starters

Magic Johnson	Clyde Drexler	Julius Erving	Larry Bird	Kareem Abdul-Jabbar
Position PG	Position SG	Position SF	Position PF	Position C
Overall Rating 93	Overall Rating 83	Overall Rating 95	Overall Rating 94	Overall Rating 83

Overall Rating

PLAYER	POSITION	RATING
Julius Erving	SF	95
Larry Bird	PF	94
Magic Johnson	PG	93
Clyde Drexler	SG	84
Isiah Thomas	PG	84
Dominique Wilkins	SF	84
Kareem Abdul-Jabbar	C	83
George Gervin	SG	83
Moses Malone	C	77
Kevin McHale	PF	77
Robert Parish	C	75
James Worthy	SF	75

A team featuring both Larry Bird and Magic Johnson should be more than enough to defeat all comers—but what if we add Dr. J and Kareem? That's so good, it's downright *wrong*.



Offensive Skills

1980's ALL-STARS

PLAYER	POSITION	FG	INSIDE SHOOTING	FT	3 PT	DUNKING	OFF. AWARENESS	DRIBBLING	PASSING
Larry Bird	PF	97	84	89	95	79	99	90	99
George Gervin	SG	88	86	84	30	99	88	63	47
Kareem Abdul-Jabbar	C	85	86	71	8	90	88	34	41
Clyde Drexler	SG	80	70	79	59	95	88	70	84
Julius Erving	SF	80	64	78	47	99	87	71	56
Isiah Thomas	PG	75	48	76	55	69	95	95	90
Magic Johnson	PG	74	70	85	72	61	99	99	99
Dominique Wilkins	SF	73	85	81	45	99	88	71	55
James Worthy	SF	70	80	77	32	79	90	54	51
Kevin McHale	PF	59	95	80	18	79	85	37	30
Moses Malone	C	57	98	76	2	79	74	42	20
Robert Parish	C	55	86	72	2	82	86	32	33

Defensive Skill

1980's ALL-STARS

PLAYER	POSITION	STEALING	BLOCKING	DEF. AWARENESS	SPEED	QUICKNESS
Clyde Drexler	SG	84	40	68	68	66
Magic Johnson	PG	84	18	93	84	78
Julius Erving	SF	83	70	92	87	90
Larry Bird	PF	81	31	94	65	63
Isiah Thomas	PG	75	7	89	94	96
James Worthy	SF	43	35	80	75	80
Dominique Wilkins	SF	40	22	70	80	82
George Gervin	SG	38	34	52	55	57
Kareem Abdul-Jabbar	C	37	81	81	56	68
Robert Parish	C	31	50	90	62	55
Moses Malone	C	22	45	79	57	67
Kevin McHale	PF	19	47	94	47	50

Rebounding

1980's ALL-STARS

PLAYER	POSITION	OFF. REBOUNDING	DEF. REBOUNDING	JUMPING	STRENGTH
Moses Malone	C	84	72	50	77
Julius Erving	SF	66	74	90	41
George Gervin	SG	65	72	99	80
Kevin McHale	PF	55	76	50	72
Robert Parish	C	55	60	50	75
Kareem Abdul-Jabbar	C	50	81	45	71
Clyde Drexler	SG	50	52	85	52
Larry Bird	PF	42	61	50	43
Dominique Wilkins	SF	35	40	90	53
James Worthy	SF	25	34	65	42
Magic Johnson	PG	24	74	50	64
Isiah Thomas	PG	13	31	65	28

Athletic Skills

1980's ALL-STARS

PLAYER	POSITION	JUMPING	SPEED	QUICKNESS	STRENGTH	HARDINESS	ENDURANCE
George Gervin	SG	99	55	57	80	75	90
Julius Erving	SF	90	87	90	41	90	90
Dominique Wilkins	SF	90	80	82	53	90	90
Clyde Drexler	SG	85	68	66	52	30	78
Isiah Thomas	PG	65	94	96	28	80	90
James Worthly	SF	65	75	80	42	65	90
Larry Bird	PF	50	65	63	43	87	90
Magic Johnson	PG	50	84	78	64	82	90
Moses Malone	C	50	57	67	77	75	90
Kevin McHale	PF	50	47	50	72	85	90
Robert Parish	C	50	62	55	75	77	90
Kareem Abdul-Jabbar	C	45	56	68	71	90	90

1990's ALL-STARS

Recommended Starters

Gary Payton	Penny Hardaway	Grant Hill	Tom Chambers	Shaquille O'Neal
Position PG	Position SG	Position SF	Position PF	Position C
Overall Rating 87	Overall Rating 90	Overall Rating 87	Overall Rating 78	Overall Rating 90



The '90's All-Stars includes a few current NBA players—but in slightly altered form. Generally speaking, you can expect more from these guys in their younger, 1990's-era incarnations.

Overall Rating

PLAYER	POSITION	RATING
Penny Hardaway	SG	90
Shaquille O'Neal	C	90
Grant Hill	SF	87
Gary Payton	PG	87
Alonzo Mourning	C	81
Tom Chambers	PF	78
Reggie Miller	SG	76
Spud Webb	PG	71



Offensive Skills

1990's ALL-STARS

PLAYER	POSITION	FG	INSIDE SHOOTING	FT	3 PT	DUNKING	OFF. AWARENESS	DRIBBLING	PASSING
Reggie Miller	SG	95	47	90	93	53	88	60	61
Shaquille O'Neal	C	89	95	46	0	97	84	39	50
Penny Hardaway	SG	86	67	77	62	88	79	92	89
Alonzo Mourning	C	79	87	70	18	79	78	37	30
Gary Payton	PG	78	82	71	56	53	87	97	85
Grant Hill	SF	75	83	82	17	92	90	81	86
Spud Webb	PG	60	50	60	50	93	70	75	65
Tom Chambers	PF	55	70	73	48	80	75	57	50

Intro

Game Modes

Courtside Offensive

Pro Tips

Team Profiles

Drafts

Defensive Skill

1990's ALL-STARs

PLAYER	POSITION	STEALING	BLOCKING	DEF. AWARENESS	SPEED	QUICKNESS
Gary Payton	PG	95	5	96	95	95
Penny Hardaway	SG	83	16	77	90	89
Grant Hill	SF	66	18	90	84	87
Spud Webb	PG	50	5	60	70	75
Reggie Miller	SG	44	7	78	78	73
Tom Chambers	PF	35	48	65	63	61
Alonzo Mourning	C	35	87	78	60	61
Shaquille O'Neal	C	25	84	95	60	63

Rebounding

1990's ALL-STARs

PLAYER	POSITION	OFF. REBOUNDING	DEF. REBOUNDING	JUMPING	STRENGTH
Shaquille O'Neal	C	79	91	84	99
Alonzo Mourning	C	70	87	50	84
Tom Chambers	PF	50	65	70	65
Penny Hardaway	SG	34	41	90	43
Grant Hill	SF	23	58	75	54
Spud Webb	PG	15	28	90	25
Gary Payton	PG	14	35	50	32
Reggie Miller	SG	13	34	50	30

Athletic Skills

1990's ALL-STARs

PLAYER	POSITION	JUMPING	SPEED	QUICKNESS	STRENGTH	HARDINESS	ENDURANCE
Penny Hardaway	SG	90	90	89	43	80	82
Spud Webb	PG	90	70	75	25	70	80
Shaquille O'Neal	C	84	60	63	99	80	74
Grant Hill	SF	75	84	87	54	88	90
Tom Chambers	PF	70	63	61	65	80	80
Reggie Miller	SG	50	78	73	30	89	90
Alonzo Mourning	C	50	60	61	84	55	72
Gary Payton	PG	50	95	95	32	92	90

115

INTERNATIONAL ALL-STARS



Recommended Starters

Steve Nash	Manu Ginobili	Luol Deng	Samuel Dalembert	Yao Ming
Position PG	Position SG	Position SF	Position PF	Position C
Overall Rating 85	Overall Rating 88	Overall Rating 71	Overall Rating 74	Overall Rating 87

Overall Rating

PLAYER	POSITION	RATING
Manu Ginobili	SG	88
Yao Ming	C	87
Steve Nash	PG	85
Samuel Dalembert	C	74
Luol Deng	SF	71
Jamaal Magloire	C	71
Andres Nocioni	SF	70
Michael Olowokandi	C	67
Leandro Barbosa	PG	66
Raja Bell	SF	66
Carlos Arroyo	PG	65
Eduardo Najera	PF	65

The International All-Stars are a potent crew. We've put Samuel Dalembert out of position at power forward, in the interest of getting the best possible players on the floor. The extra size and shot blocking he brings is an added bonus.



Offensive Skills

PLAYER	POSITION	FG	INSIDE SHOOTING	FT	3 PT	DUNKING	OFF. AWARENESS	DRIBBLING	PASSING
Steve Nash	PG	86	60	93	83	0	99	95	99
Yao Ming	C	82	87	78	33	60	87	55	69
Manu Ginobili	SG	81	80	80	74	80	87	85	80
Carlos Arroyo	PG	65	48	79	59	0	60	77	86
Raja Bell	SF	64	58	74	69	59	75	62	23
Luol Deng	SF	61	60	74	55	55	75	61	39
Andres Nocioni	SF	60	58	76	51	78	67	54	30
Michael Olowokandi	C	57	63	63	0	68	57	28	11
Leandro Barbosa	PG	50	54	79	75	47	76	66	56
Jamaal Magloire	C	50	68	60	0	75	73	53	19
Eduardo Najera	PF	47	75	63	37	10	56	59	26
Samuel Dalembert	C	42	55	60	10	75	62	43	8

INTERNATIONAL ALL-STARS

Defensive Skill

PLAYER	POSITION	STEALING	BLOCKING	DEF. AWARENESS	SPEED	QUICKNESS
Manu Ginobili	SG	84	19	81	84	86
Eduardo Najera	PF	62	32	64	62	68
Carlos Arroyo	PG	54	3	53	73	79
Luol Deng	SF	52	25	53	68	65
Steve Nash	PG	52	3	74	91	96
Leandro Barbosa	PG	49	9	40	80	79
Samuel Dalembert	C	46	84	81	68	57
Raja Bell	SF	44	7	48	73	74
Andres Nocioni	SF	35	28	75	59	50
Yao Ming	C	24	83	82	58	66
Michael Olowokandi	C	22	73	65	50	57
Jamaal Magloire	C	20	74	63	50	56

INTERNATIONAL ALL-STARS

Rebounding

INTERNATIONAL ALL-STARS

PLAYER	POSITION	OFF. REBOUNDING	DEF. REBOUNDING	JUMPING	STRENGTH
Jamaal Magloire	C	79	80	40	76
Samuel Dalembert	C	76	85	63	71
Michael Olowokandi	C	70	80	60	79
Yao Ming	C	68	82	45	86
Eduardo Najera	PF	68	63	45	67
Luol Deng	SF	44	71	63	58
Andres Nocioni	SF	29	77	74	63
Manu Ginobili	SG	26	55	70	56
Leandro Barbosa	PG	23	47	53	39
Raja Bell	SF	21	44	61	57
Steve Nash	PG	16	45	65	51
Carlos Arroyo	PG	14	28	40	57

Athletic Skills

INTERNATIONAL ALL-STARS

PLAYER	POSITION	JUMPING	SPEED	QUICKNESS	STRENGTH	HARDINESS	ENDURANCE
Andres Nocioni	SF	74	59	50	63	75	57
Manu Ginobili	SG	70	84	86	56	70	66
Steve Nash	PG	65	91	96	51	89	93
Samuel Dalembert	C	63	68	57	71	70	63
Luol Deng	SF	63	68	65	58	70	59
Raja Bell	SF	61	73	74	57	58	62
Michael Olowokandi	C	60	50	57	79	76	46
Leandro Barbosa	PG	53	80	79	39	60	42
Yao Ming	C	45	58	66	86	90	83
Eduardo Najera	PF	45	62	68	67	64	44
Carlos Arroyo	PG	40	73	79	57	70	50
Jamaal Magloire	C	40	50	56	76	85	58

EUROPEAN ALL-STARS

Recommended Starters

Tony Parker	Peja Stojakovic	Andrei Kirilenko	Dirk Nowitzki	Zydrunas Ilgauskas
Position PG	Position SG	Position SF	Position PF	Position C
Overall Rating 78	Overall Rating 78	Overall Rating 89	Overall Rating 86	Overall Rating 78



Overall Rating

PLAYER	POSITION	RATING
Andrei Kirilenko	SF	89
Dirk Nowitzki	PF	86
Pau Gasol	PF	83
Zydrunas Ilgauskas	C	78
Tony Parker	PG	78
Peja Stojakovic	SF	78
Vlade Divac	C	70
Mickael Pietrus	SG	70
Mehmet Okur	C	68
Dan Gadzuric	C	67
Gordan Giricek	SG	67
Toni Kukoc	SF	65
Hedo Turkoglu	SF	65
Raul Lopez	PG	63
Jiri Welsch	SF	62

The European All-Stars are an offensive machine—and the inclusion of Andrei Kirilenko and "Z" (Zydrunas Ilgauskas) adds defensive muscle to boot. We've put Peja Stojakovic at shooting guard, simply to tap into his awesome three-point potential.





OFFICIAL LICENSE

Offensive Skills

EUROPEAN ALL-STARS

PLAYER	POSITION	FG	INSIDE SHOOTING	FT	3 PT	DUNKING	OFF. AWARENESS	DRIBBLING	PASSING
Dirk Nowitzki	PF	91	86	86	80	68	90	59	37
Peja Stojakovic	SF	88	80	92	88	60	86	67	26
Pau Gasol	PF	80	85	76	9	71	85	58	36
Gordan Giricek	SG	75	50	81	63	40	75	63	39
Zydrunas Ilgauskas	C	75	81	79	15	63	86	30	18
Andrei Kirilenko	SF	75	80	78	56	80	85	55	47
Vlade Divac	C	71	75	65	16	48	66	58	86
Jiri Welsch	SF	71	39	76	61	18	67	59	37
Tony Parker	PG	70	75	65	60	5	87	88	84
Hedo Turkoglu	SF	69	62	83	78	23	80	67	42
Toni Kukoc	SF	68	57	72	70	10	51	69	80
Raul Lopez	PG	61	43	81	74	0	59	62	92
Mickael Pietrus	SG	60	45	69	75	82	77	70	29
Mehmet Okur	C	58	68	85	48	47	76	55	35
Dan Gadzuric	C	42	66	53	0	65	62	28	7

Defensive Skill

EUROPEAN ALL-STARS

PLAYER	POSITION	STEALING	BLOCKING	DEF. AWARENESS	SPEED	QUICKNESS
Andrei Kirilenko	SF	82	98	95	64	85
Raul Lopez	PG	76	9	43	80	70
Tony Parker	PG	65	1	68	95	95
Toni Kukoc	SF	64	18	48	67	58
Mickael Pietrus	SG	62	21	50	66	62
Jiri Welsch	SF	60	5	61	63	62
Dirk Nowitzki	PF	57	63	59	64	70
Peja Stojakovic	SF	56	7	58	75	69
Gordan Giricek	SG	49	9	45	70	70
Dan Gadzuric	C	48	81	51	60	55
Vlade Divac	C	45	54	68	52	53
Hedo Turkoglu	SF	41	16	35	60	61
Pau Gasol	PF	36	82	80	70	68
Zydrunas Ilgauskas	C	36	82	81	46	59
Mehmet Okur	C	24	46	35	45	48

Rebounding

EUROPEAN ALL-STARS

PLAYER	POSITION	OFF. REBOUNDING	DEF. REBOUNDING	JUMPING	STRENGTH
Dan Gadzuric	C	90	92	50	65
Zydrunas Ilgauskas	C	79	83	56	70
Mehmet Okur	C	67	81	43	70
Pau Gasol	PF	58	80	60	63
Andrei Kirilenko	SF	51	81	75	50
Vlade Divac	C	48	72	30	73
Mickael Pietrus	SG	39	49	80	56
Hedo Turkoglu	SF	28	51	37	55
Dirk Nowitzki	PF	25	89	60	66
Toni Kukoc	SF	22	61	40	62
Peja Stojakovic	SF	19	46	61	60
Jiri Welsch	SF	15	56	54	53
Tony Parker	PG	12	47	60	43
Gordan Giricek	SG	11	49	60	57
Raul Lopez	PG	9	32	45	34

Athletic Skills

EUROPEAN ALL-STARs

PLAYER	POSITION	JUMPING	SPEED	QUICKNESS	STRENGTH	HARDINESS	ENDURANCE
Mickael Pietrus	SG	80	66	62	56	50	48
Andrei Kirilenko	SF	75	64	85	50	71	65
Peja Stojakovic	SF	61	75	69	60	86	80
Pau Gasol	PF	60	70	68	63	90	67
Gordan Giricek	SG	60	70	70	57	80	52
Dirk Nowitzki	PF	60	64	70	66	85	83
Tony Parker	PG	60	95	95	43	85	75
Zydrunas Ilgauskas	C	56	46	59	70	60	74
Jiri Welsch	SF	54	63	62	53	75	46
Dan Gadzuric	C	50	60	55	65	40	54
Raul Lopez	PG	45	80	70	34	67	35
Mehmet Okur	C	43	45	48	70	51	65
Toni Kukoc	SF	40	67	58	62	50	46
Hedo Turkoglu	SF	37	60	61	55	70	59
Vlade Divac	C	30	52	53	73	75	18

RBK ALL-STARs

Recommended Starters

Baron Davis	Allen Iverson	Steve Francis	Kenyon Martin	Yao Ming
Position PG	Position SG	Position SF	Position PF	Position C
Overall Rating 90	Overall Rating 89	Overall Rating 89	Overall Rating 87	Overall Rating 87



Overall Rating

PLAYER	POSITION	RATING
Baron Davis	PG	90
Steve Francis	PG	89
Allen Iverson	PG	89
Kenyon Martin	PF	87
Yao Ming	C	87
Peja Stojakovic	SF	83
Brent Barry	SG	71
Jeff Foster	C	64

Our RBK All-Stars lineup is unconventional in that it actually contains three point guards (two playing out of position). But Allen Iverson is more than half shooting guard at heart, and we couldn't resist the idea of having these three great play-makers on the floor at the same time.



Offensive Skills

RBK ALL-STARs

PLAYER	POSITION	FG	INSIDE SHOOTING	FT	3 PT	DUNKING	OFF. AWARENESS	DRIBBLING	PASSING
Peja Stojakovic	SF	88	80	93	88	60	86	67	43
Baron Davis	PG	85	56	67	83	89	87	88	86
Allen Iverson	PG	85	60	83	65	40	91	99	90
Brent Barry	SG	82	44	85	85	80	65	65	66
Yao Ming	C	82	87	78	33	60	87	55	69
Steve Francis	PG	80	40	77	59	95	87	89	82
Kenyon Martin	PF	63	75	68	36	85	77	45	36
Jeff Foster	C	51	55	67	0	61	48	30	15

Defensive Skill

RBK ALL-STARS

PLAYER	POSITION	STEALING	BLOCKING	DEF. AWARENESS	SPEED	QUICKNESS
Baron Davis	PG	87	16	83	90	88
Allen Iverson	PG	86	3	90	99	99
Steve Francis	PG	80	18	80	86	85
Kenyon Martin	PF	80	81	80	66	69
Jeff Foster	C	67	22	49	51	49
Peja Stojakovic	SF	61	12	58	75	69
Brent Barry	SG	40	14	39	65	66
Yao Ming	C	24	83	82	58	66

Rebounding

RBK ALL-STARS

PLAYER	POSITION	OFF. REBOUNDING	DEF. REBOUNDING	JUMPING	STRENGTH
Jeff Foster	C	84	82	50	67
Yao Ming	C	63	86	45	86
Kenyon Martin	PF	51	85	85	86
Steve Francis	PG	29	53	96	48
Peja Stojakovic	SF	29	69	61	63
Baron Davis	PG	20	43	85	69
Allen Iverson	PG	12	40	80	37
Brent Barry	SG	10	55	55	52

Athletic Skills

RBK ALL-STARS

PLAYER	POSITION	JUMPING	SPEED	QUICKNESS	STRENGTH	HARDINESS	ENDURANCE
Steve Francis	PG	96	86	85	48	75	87
Baron Davis	PG	85	90	88	69	55	84
Kenyon Martin	PF	85	66	69	86	85	64
Allen Iverson	PG	80	99	99	37	90	91
Peja Stojakovic	SF	61	75	69	63	86	87
Brent Barry	SG	55	65	66	52	53	70
Jeff Foster	C	50	51	49	67	85	58
Yao Ming	C	45	58	66	86	90	83

RBK YOUNG GUNS

Recommended Starters

Shaun Livingston	Morris Peterson	Jamal Crawford	Darius Miles	Al Jefferson
Position PG	Position SG	Position SF	Position PF	Position C
Overall Rating 71	Overall Rating 71	Overall Rating 79	Overall Rating 73	Overall Rating 65



The Young Guns are undersized, so our lineup features lots of guys playing out of position. This squad can make up for its lack of bulk, however, with speed and skill.

Overall Rating

PLAYER	POSITION	RATING
Jamal Crawford	SG	79
Darius Miles	SF	73
Shaun Livingston	PG	71
Morris Peterson	SG	71
Marcus Banks	PG	69
Kareem Rush	SG	67
Al Jefferson	PF	65
Rasual Butler	SF	64



Offensive Skills

RBK YOUNG GUNS

PLAYER	POSITION	FG	INSIDE SHOOTING	FT	3 PT	DUNKING	OFF. AWARENESS	DRIBBLING	PASSING
Jamal Crawford	SG	86	54	83	82	80	87	86	80
Kareem Rush	SG	69	44	60	70	60	70	75	30
Morris Peterson	SG	68	52	81	80	65	61	70	25
Rasual Butler	SF	61	48	76	87	57	77	63	17
Marcus Banks	PG	58	47	74	64	10	67	73	62
Shaun Livingston	PG	47	56	74	33	60	71	75	85
Darius Miles	SF	43	60	64	38	88	75	60	38
Al Jefferson	PF	34	70	68	5	65	70	55	34

Defensive Skill

RBK YOUNG GUNS

PLAYER	POSITION	STEALING	BLOCKING	DEF. AWARENESS	SPEED	QUICKNESS
Marcus Banks	PG	89	14	60	88	85
Morris Peterson	SG	75	11	55	70	72
Shaun Livingston	PG	72	21	58	81	80
Jamal Crawford	SG	62	10	31	79	85
Darius Miles	SF	59	47	66	73	70
Kareem Rush	SG	55	25	40	73	69
Al Jefferson	PF	34	60	57	53	48
Rasual Butler	SF	27	31	39	67	70

Rebounding

RBK YOUNG GUNS

PLAYER	POSITION	OFF. REBOUNDING	DEF. REBOUNDING	JUMPING	STRENGTH
Al Jefferson	PF	45	58	65	70
Darius Miles	SF	43	63	86	52
Shaun Livingston	PG	21	43	60	33
Marcus Banks	PG	18	39	59	47
Kareem Rush	SG	16	40	55	62
Morris Peterson	SG	13	56	60	58
Jamal Crawford	SG	9	33	55	46
Rasual Butler	SF	4	45	50	52

Athletic Skills

RBK YOUNG GUNS

PLAYER	POSITION	JUMPING	SPEED	QUICKNESS	STRENGTH	HARDINESS	ENDURANCE
Darius Miles	SF	86	73	70	52	55	62
Al Jefferson	PF	65	53	48	70	75	40
Shaun Livingston	PG	60	81	80	33	60	63
Morris Peterson	SG	60	70	72	58	75	62
Marcus Banks	PG	59	88	85	47	60	46
Jamal Crawford	SG	55	79	85	46	69	81
Kareem Rush	SG	55	73	69	62	75	60
Rasual Butler	SF	50	67	70	52	65	60

Master the Draft

Whether you're running a fantasy draft, driving hard bargains as a GM in Dynasty Mode, or just putting together a team of Superstars for the heck of it, it's crucial to know which players are best—and at what. This chapter shows you the top players at each position and the leaders in each statistical rating. Armed with this knowledge, you'll know who to pick in a fantasy draft and who to trade for.

NOTE

This chapter doesn't cover future NBA players—only current ones. Future drafts, and the players in them, are random, so we can't provide you with lists. The only way to get the lowdown on next year's Dynasty Mode draft is to use your talent scouts.

Top-25 Position Lists

The following pages list the top 25 players at each position. These lists contain a who's who of NBA players, starting with the truly elite and moving down into guys who, while not Superstars, are quality players who can often help your team. A successful championship team's starters will come straight from the upper tier of these lists.

Point Guard

Ideal point guards are fast, excellent ball handlers. They can thread a pass through a tiny opening with laserlike precision. Most of them are excellent shooters or dynamic scorers; others prefer to rack up assists rather than taking the shot themselves. Many of the best point guards are defensive stoppers, specializing in the art of the steal.

TOP 25 POINT GUARDS

Player	Team	Overall Rating
Baron Davis	Warriors	89
Steve Francis	Magic	89
Allen Iverson	76ers	89
Gilbert Arenas	Wizards	88
Jason Kidd	Nets	88
Stephon Marbury	Knicks	88
Steve Nash	Suns	85
Chauncey Billups	Pistons	83
Mike Bibby	Kings	82
Jason Terry	Mavericks	80
Kirk Hinrich	Bulls	79
Tony Parker	Spurs	77
Jamaal Tinsley	Pacers	76
Sebastian Telfair	Trail Blazers	75
Earl Boykins	Nuggets	74
Andre Miller	Nuggets	74
Damon Stoudamire	Free Agents	74
Raymond Felton	Bobcats	73

Player	Team	Overall Rating
Bobby Jackson	Grizzlies	73
Gary Payton	Celtics	73
Jason Williams	Heat	73
Derek Fisher	Warriors	72
Devin Harris	Mavericks	72
Chris Paul	Hornets	72
Luke Ridnour	SuperSonics	72

Shooting Guard

Shooting guards are the NBA's gunners. The prototypical shooting guard can bury any shot, from driving lay-ups to midrange floaters to deep threes. Some are less dominant at jump shooting but have the explosive ability to take the ball to the rim. The very best can score either way, tormenting defenses with daggerlike shots or powerful drives.

TOP 25 SHOOTING GUARDS

Player	Team	Overall Rating
Kobe Bryant	Lakers	95
Dwyane Wade	Heat	91
Ray Allen	SuperSonics	88
Manu Ginobili	Spurs	88
Joe Johnson	Suns	87
Jason Richardson	Warriors	87
Larry Hughes	Cavaliers	85
Corey Maggette	Clippers	84
Josh Smith	Hawks	80
Jamal Crawford	Knicks	79
Michael Finley	Mavericks	78
Josh Howard	Mavericks	77
Ben Gordon	Bulls	76
Richard Hamilton	Pistons	76
Cuttino Mobley	Clippers	76
Michael Redd	Bucks	76
J. R. Smith	Hornets	75
Josh Childress	Hawks	74
Ricky Davis	Celtics	74
Mike Miller	Grizzlies	74
Tony Allen	Celtics	73
Morris Peterson	Raptors	73
Latrell Sprewell	Timberwolves	73
Bob Sura	Rockets	73
Nick Van Exel	Free Agents	73

Small Forward

Small forwards are among the game's most versatile players. The ideal small forward is big enough to score in the paint, yet talented enough to handle the rock or shoot the three. He can guard smaller men credibly, using his height to compensate for any lack of speed. He's often among the team's top scorers and may be a potent defender as well.

TOP 25 SMALL FORWARDS

Player	Team	Overall Rating
LeBron James	Cavaliers	95
Tracy McGrady	Rockets	93
Vince Carter	Nets	89
Andrei Kirilenko	Jazz	89
Paul Pierce	Celtics	89
Richard Jefferson	Nets	87
Carmelo Anthony	Nuggets	86
Ron Artest	Pacers	85
Tayshaun Prince	Pistons	84
Andre Iguodala	76ers	83
Rashard Lewis	SuperSonics	81
Peja Stojakovic	Kings	78
Gerald Wallace	Bobcats	77
Shareef Abdur-Rahim	Nets	76
Mike Dunleavy	Warriors	76
Al Harrington	Hawks	76
Donyell Marshall	Cavaliers	76
Darius Miles	Trail Blazers	76
Quentin Richardson	Knicks	76
Jerry Stackhouse	Mavericks	76
Caron Butler	Wizards	75
Jalen Rose	Raptors	75
Marvin Williams	Hawks	75
Shane Battier	Grizzlies	74
Eddie Jones	Grizzlies	74

Power Forward

Great power forwards are big and strong enough to score consistently in the paint. They're strong enough to muscle just about everyone on the floor, yet agile enough to get past an opposing center. They rarely shoot from long range, though many of them have a competent midrange shot. They're often excellent rebounders and post defenders.

TOP 25 POWER FORWARDS

Player	Team	Overall Rating
Kevin Garnett	Timberwolves	96
Tim Duncan	Spurs	91
Shawn Marion	Suns	91
Rasheed Wallace	Pistons	89
Elton Brand	Clippers	86
Dirk Nowitzki	Mavericks	86
Jermaine O'Neal	Pacers	86
Kenyon Martin	Nuggets	85
Dwight Howard	Magic	84
Chris Bosh	Raptors	83
Pau Gasol	Grizzlies	83
Antawn Jamison	Wizards	81
Lamar Odom	Lakers	81
Chris Webber	76ers	81
Tyson Chandler	Bulls	80
Emeka Okafor	Bobcats	78

Player	Team	Overall Rating
Antoine Walker	Heat	78
Zach Randolph	Trail Blazers	77
Drew Gooden	Cavaliers	76
Eddie Griffin	Timberwolves	75
Travis Outlaw	Trail Blazers	75
Troy Murphy	Warriors	74
Cliff Robinson	Nets	73
Carlos Boozer	Jazz	72
Ike Diogu	Warriors	72

Center

Top centers are the giants of the game. They're masters of the paint, capable of backing down opponents on the offensive end or swatting away shots on defense. The best centers have an arsenal of short- to midrange shots, such as baby hook shots, spin moves, and face-up jumpers. They almost never shoot from extended range, and they aren't terribly fast—but they don't need those qualities.

The best centers are often masters of the shot block; indeed, having a dominant defensive center makes a huge difference on defense. When other players get beat, the center is the last line of defense, so a great shot-blocking center can make up for many other defensive breakdowns.

Seven-footers are rare, and athletic seven-footers are rarer still. That's why great centers are the scarcest commodity in the NBA.

TOP 25 CENTERS

Player	Team	Overall Rating
Shaquille O'Neal	Heat	90
Amare Stoudemire	Suns	90
Yao Ming	Rockets	87
Ben Wallace	Pistons	85
Zydrunas Ilgauskas	Cavaliers	78
Stromile Swift	Rockets	78
Marcus Camby	Nuggets	76
Brad Miller	Kings	76
Eddy Curry	Bulls	75
Andrew Bogut	Bucks	74
Kwame Brown	Lakers	74
Samuel Dalembert	76ers	74
Alonzo Mourning	Heat	72
P. J. Brown	Hornets	71
Dale Davis	Free Agents	71
Jamaal Magloire	Hornets	71
Chris Wilcox	Clippers	71
Vlade Divac	Free Agents	70
Lorenzen Wright	Grizzlies	70
Kelvin Cato	Magic	69
Derrick Coleman	Free Agents	69
Channing Frye	Knicks	69
Brendan Haywood	Wizards	69
Chris Kaman	Clippers	69
Andris Biedrins	Warriors	68

EA SPORTS™ Freestyle Superstars

EA SPORTS™ Freestyle Superstars are, by definition, going to appear at the top of the "best of position" lists. But it's important to know who's designated a Superstar and who isn't. Freestyle Superstars have access to moves that non-Superstars don't, so that elusive title may be the deal-maker or deal-breaker when it comes time to make a trade.

Highflyers

Vince Carter	Desmond Mason
Ricky Davis	Jason Richardson
Steve Francis	J. R. Smith
Andre Iguodala	Josh Smith
Richard Jefferson	Stromile Swift
Corey Magette	Dwayne Wade
Shawn Marion	

Playmakers

Rafer Alston	Steve Nash
Mike Bibby	Tony Parker
Kirk Hinrich	Luke Ridnour
Jason Kidd	Jamal Tinsley
Stephon Marbury	Jason Williams

Power Superstars

Dwight Howard	Emeka Okafor
Kenyon Martin	Amare Stoudemire
Shaquille O'Neal	Ben Wallace

Outside Scorers

Ray Allen	Larry Hughes
Gilbert Arenas	Allen Iverson
Kobe Bryant	LeBron James
Jamal Crawford	Joe Johnson
Baron Davis	Tracy McGrady
Manu Ginobili	Paul Pierce
Ben Gordon	

Inside Scorers

Carmelo Anthony	Antwan Jamison
Chris Bosh	Rashard Lewis
Elton Brand	Yao Ming
Tim Duncan	Dirk Nowitski
Kevin Garnett	Jermaine O'Neal
Pau Gasol	Rasheed Wallace

Shooters

Brent Barry	Reggie Miller
Kyle Korver	Michael Redd
Voshon Leonard	Quentin Richardson
Mike Miller	Peja Stojakovic

Inside Stoppers

Elton Brand	Shaquille O'Neal
Marcus Camby	Emeka Okafor
Tyson Chandler	Tayshaun Prince
Tim Duncan	Theo Ratliff
Kevin Garnett	Josh Smith
Dwight Howard	Amare Stoudemire
Zydrunas Ilgauskas	Ben Wallace
Andrei Kirilenko	Rasheed Wallace
Jermaine O'Neal	

Outside Stoppers

Gilbert Arenas	Alan Iverson
Ron Artest	LeBron James
Chauncey Billups	Jason Kidd
Bruce Bowen	Shawn Marion
Kobe Bryant	Tracy McGrady
Baron Davis	Jason Terry
Larry Hughes	Dwayne Wade
Andre Iguodala	



Top-25 Statistical Lists

The following lists show you who's the tops in each major stat. Does your team need rebounding? Check out the rebounding lists to find someone dominant on the boards. Searching for a three-point shooter? Check out the three-point list to find yourself a marksman. It's all here; now it's up to you to decide what sort of team you want to assemble.

Offensive Categories Field-Goal Shooting

Field-goal shooting is a crucial category for scorers. It's averaged with the Inside Scoring ability when calculating the likelihood of an interior shot hitting the mark.

TOP 25 FIELD-GOAL SHOOTERS

Player	Position	Team	Rating
Ray Allen	SG	SuperSonics	91
Dirk Nowitzki	PF	Mavericks	91
Shaquille O'Neal	C	Heat	89
Peja Stojakovic	SF	Kings	88
Kobe Bryant	SG	Lakers	87
Pat Garrity	PF	Magic	87
Ben Gordon	SG	Bulls	87
Jamal Crawford	SG	Knicks	86
Tracy McGrady	SF	Rockets	86
Steve Nash	PG	Suns	86
Baron Davis	PG	Warriors	85
Tim Duncan	PF	Spurs	85
Allen Iverson	PG	76ers	85
Reggie Miller	SG	Free Agents	84
Gilbert Arenas	PG	Wizards	82
Brent Barry	SG	Spurs	82
Elton Brand	PF	Clippers	82
Richard Hamilton	SG	Pistons	82
Joe Johnson	SG	Suns	82
Yao Ming	C	Rockets	82
Michael Redd	SG	Bucks	82
Mike Bibby	PG	Kings	81
Manu Ginobili	SG	Spurs	81
Larry Hughes	SG	Cavaliers	81
Stephon Marbury	PG	Knicks	81

Inside Scoring

Inside scoring is averaged with the field-goal-shooting stat when taking shots from inside the arc. The closer in the shot, the more important the inside scoring stat is.

TOP 25 INSIDE SCORERS

Player	Position	Team	Rating
Tim Duncan	PF	Spurs	99
Shaquille O'Neal	C	Heat	95
Rasheed Wallace	PF	Pistons	91
Jermaine O'Neal	PF	Pacers	90

TOP 25 INSIDE SCORERS CONTINUED

Player	Position	Team	Rating
Kevin Garnett	PF	Timberwolves	88
Elton Brand	PF	Clippers	87
Yao Ming	C	Rockets	87
Brad Miller	C	Kings	86
Dirk Nowitzki	PF	Mavericks	86
Chris Bosh	PF	Raptors	85
Pau Gasol	PF	Grizzlies	85
Antawn Jamison	PF	Wizards	85
Amare Stoudemire	C	Suns	85
Carmelo Anthony	SF	Nuggets	81
Dale Davis	C	Free Agents	81
Zydrunas Ilgauskas	C	Cavaliers	81
Zach Randolph	PF	Trail Blazers	81
Ron Artest	SF	Pacers	80
Kobe Bryant	SG	Lakers	80
Vince Carter	SF	Nets	80
Manu Ginobili	SG	Spurs	80
LeBron James	SF	Cavaliers	80
Andrei Kirilenko	SF	Jazz	80
Rashard Lewis	SF	SuperSonics	80
Corey Maggette	SG	Clippers	80

Free Throw Shooting

Free throw shooting isn't a glamour skill, but it's definitely handy when the game is on the line. Free throw shooting is a particularly useful skill for interior players or for players who drive the lane, because they tend to get fouled the most.

TOP 25 FREE THROW SHOOTERS

Player	Position	Team	Rating
Jimmy Jackson	SG	Suns	93
Sarunas Jasikevicius	PG	Free Agents	93
Reggie Miller	SG	Free Agents	93
Steve Nash	PG	Suns	93
Malik Allen	PF	Bobcats	92
Ron Artest	SF	Pacers	92
Earl Boykins	PG	Nuggets	92
Peja Stojakovic	SF	Kings	92
Arvydas Macijauskas	PG	Hornets	91
Damon Stoudamire	PG	Free Agents	91
Chauncey Billups	PG	Pistons	89
Doug Christie	SG	Magic	89
Juan Dixon	PG	Trail Blazers	89
Ray Allen	SG	SuperSonics	88
Travis Best	PG	Nets	88
Austin Croshere	SF	Pacers	88
Francisco Garcia	SG	Kings	88
Luke Ridnour	PG	SuperSonics	88
Shareef Abdur-Rahim	SF	Nets	87
Jon Barry	SG	Rockets	87
Brian Cardinal	PF	Grizzlies	87
Danny Fortson	C	SuperSonics	87
Pat Garrity	PF	Magic	87
Eddie Gill	PG	Pacers	87
Fred Hoiberg	SG	Timberwolves	87

Three-Point Shooting

It's crucial to have at least a couple guys on your team who can hit the three. Great three-point shooters open up the court, taking pressure off your interior scorers.

TOP 25 THREE-POINT SHOOTERS

Player	Position	Team	Rating
Reggie Miller	SG	Free Agents	93
Kyle Korver	SG	76ers	88
Peja Stojakovic	SF	Kings	88
Ray Allen	SG	SuperSonics	87
Damon Jones	PG	Heat	87
Voshon Lenard	SG	Nuggets	85
Mike Miller	SG	Grizzlies	85
Michael Redd	SG	Bucks	85
Ben Gordon	SG	Bulls	84
Cuttino Mobley	SG	Clippers	84
Wesley Person	SG	Free Agents	84
Fred Hoiberg	SG	Timberwolves	83
Jimmy Jackson	SG	Suns	83
Joe Johnson	SG	Suns	83
Rashard Lewis	SF	SuperSonics	83
Steve Nash	PG	Suns	83
Eric Piatkowski	SG	Bulls	83
Quentin Richardson	SF	Knicks	83
Damon Stoudamire	PG	Free Agents	83
Jamal Crawford	SG	Knicks	82
Richie Frahm	SG	Free Agents	82
Nick Van Exel	SG	Free Agents	82
Chauncey Billups	PG	Pistons	81
Brent Barry	SG	Spurs	80
Mike Bibby	PG	Kings	80

Dunking

The dunk is about as automatic as two points can get. Skilled dunkmeisters can reach the rack despite anything the defense tries to throw their way; a team filled with high-flying dunk artists can score lots of easy points.

TOP 25 DUNKERS

Player	Position	Team	Rating
Josh Smith	SG	Hawks	99
Amare Stoudemire	C	Suns	98
LeBron James	SF	Cavaliers	97
Shaquille O'Neal	C	Heat	97
J. R. Smith	SG	Hornets	97
Kobe Bryant	SG	Lakers	95
Steve Francis	PG	Magic	95
Richard Jefferson	SF	Nets	95
Desmond Mason	SF	Bucks	95
Vince Carter	SF	Nets	94
Jason Richardson	SG	Warriors	94
Tracy McGrady	SF	Rockets	93
Corey Maggette	SG	Clippers	92
Darvin Ham	SF	Pistons	91

TOP 25 DUNKERS CONTINUED

Player	Position	Team	Rating
Andre Emmett	SG	Heat	90
Kevin Garnett	PF	Timberwolves	90
Andre Iguodala	SF	76ers	90
Travis Outlaw	PF	Trail Blazers	90
Stromile Swift	C	Rockets	90
Gerald Wallace	SF	Bobcats	90
Hakim Warrick	PF	Grizzlies	90
Baron Davis	PG	Warriors	89
DeShawn Stevenson	SG	Magic	89
Fred Jones	SG	Pacers	88
Darius Miles	SF	Trail Blazers	88

Passing

You'll take passing for granted, unless your team lacks passing skills—in which case you'll curse all the unforced errors and inexplicable turnovers.

TOP 25 PASSERS

Player	Position	Team	Rating
Brevin Knight	PG	Bobcats	99
Steve Nash	PG	Suns	99
Baron Davis	PG	Warriors	92
Raul Lopez	PG	Grizzlies	92
Anthony Carter	PG	Timberwolves	91
Jason Kidd	PG	Nets	91
Allen Iverson	PG	76ers	90
Maurice Williams	PG	Bucks	90
Rick Brunson	SG	Free Agents	89
Speedy Claxton	PG	Hornets	88
Stephon Marbury	PG	Knicks	88
Rod Strickland	PG	Free Agents	88
Sebastian Telfair	PG	Trail Blazers	88
Jason Williams	PG	Heat	88
Sam Cassell	PG	Timberwolves	87
Jason Hart	PG	Kings	87
Randy Livingston	PG	Free Agents	87
Andre Miller	PG	Nuggets	87
Jamaal Tinsley	PG	Pacers	87
Dwyane Wade	SG	Heat	87
Earl Watson	PG	Free Agents	87
Rafer Alston	PG	Raptors	86
Carlos Arroyo	PG	Pistons	86
Vlade Divac	C	Free Agents	86
Luke Ridnour	PG	SuperSonics	86

Dribbling

A skilled ball handler can move effortlessly through traffic, secure in the knowledge that the ball isn't going anywhere he doesn't want it to go.

TOP 25 DRIBBLERS

Player	Position	Team	Rating
Rafer Alston	PG	Raptors	99
Allen Iverson	PG	76ers	99
Stephon Marbury	PG	Knicks	95
Steve Nash	PG	Suns	95
Jason Williams	PG	Heat	94
Kenny Anderson	PG	Free Agents	92
Sebastian Telfair	PG	Trail Blazers	90
Steve Francis	PG	Magic	89
Mike Bibby	PG	Kings	88
Kobe Bryant	SG	Lakers	88
Baron Davis	PG	Warriors	88
Tony Parker	PG	Spurs	88
Kirk Hinrich	PG	Bulls	87
Jason Kidd	PG	Nets	87
Gilbert Arenas	PG	Wizards	86
Chauncey Billups	PG	Pistons	86
Jamal Crawford	SG	Knicks	86
Luke Ridnour	PG	SuperSonics	86
Jamaal Tinsley	PG	Pacers	86
Steve Blake	PG	Wizards	85
Speedy Claxton	PG	Hornets	85
T. J. Ford	PG	Bucks	85
Manu Ginobili	SG	Spurs	85
LeBron James	SF	Cavaliers	85
Tracy McGrady	SF	Rockets	85

Offensive Rebounding

Offensive rebounds bring a gleam to a coach's eye. A team that snares lots of offensive boards can make up for deficiencies in many other areas.

TOP 25 OFFENSIVE REBOUNDERS

Player	Position	Team	Rating
Jahidi White	C	Free Agents	96
Ryan Humphrey	PF	Free Agents	94
Danny Fortson	C	SuperSonics	91
Dan Gadzuric	C	Bucks	90
Mario Kasun	C	Magic	90
Alan Henderson	PF	Mavericks	87
Reggie Evans	PF	SuperSonics	86
Zendon Hamilton	PF	Free Agents	85
Jeff Foster	C	Pacers	84
Nazr Mohammed	C	Spurs	84
Michael Bradley	PF	76ers	83
Michael Ruffin	C	Wizards	83
Anderson Varejao	PF	Cavaliers	83
Andris Biedrins	C	Warriors	82
Dikembe Mutombo	C	Rockets	82
Tyson Chandler	PF	Bulls	81

TOP 25 OFFENSIVE REBOUNDERS CONTINUED

Player	Position	Team	Rating
Mamadou N'diaye	C	Free Agents	81
Dale Davis	C	Free Agents	80
Erick Dampier	C	Mavericks	79
Zydrunas Ilgauskas	C	Cavaliers	79
Al Jefferson	PF	Celtics	79
Jamaal Magloire	C	Hornets	79
Shaquille O'Neal	C	Heat	79
Brian Skinner	PF	Kings	79
Loren Woods	C	Raptors	79

Offensive Awareness

Basketball is a team game. Offensive awareness comes into play when passing or when running plays—basically, everything on the offensive end that requires knowledge of the rest of the team.

TOP 25 IN OFFENSIVE AWARENESS

Player	Position	Team	Rating
Steve Nash	PG	Suns	99
Jason Kidd	PG	Nets	95
Ray Allen	SG	SuperSonics	91
Kobe Bryant	SG	Lakers	91
Allen Iverson	PG	76ers	91
Tracy McGrady	SF	Rockets	91
Tim Duncan	PF	Spurs	90
Dirk Nowitzki	PF	Mavericks	90
Amare Stoudemire	C	Suns	89
Chauncey Billups	PG	Pistons	88
Stephon Marbury	PG	Knicks	88
Jermaine O'Neal	PF	Pacers	88
Carmelo Anthony	SF	Nuggets	87
Gilbert Arenas	PG	Wizards	87
Mike Bibby	PG	Kings	87
Vince Carter	SF	Nets	87
Jamal Crawford	SG	Knicks	87
Baron Davis	PG	Warriors	87
Steve Francis	PG	Magic	87
Kevin Garnett	PF	Timberwolves	87
Manu Ginobili	SG	Spurs	87
Ben Gordon	SG	Bulls	87
Larry Hughes	SG	Cavaliers	87
LeBron James	SF	Cavaliers	87
Richard Jefferson	SF	Nets	87

Defensive Categories
Steals

Stealing the ball disrupts the opponent's offense and generates easy baskets.

TOP 25 IN STEALS

Player	Position	Team	Rating
Larry Hughes	SG	Cavaliers	94
Devin Harris	PG	Mavericks	90
Brevin Knight	PG	Bobcats	90
Marcus Banks	PG	Celtics	89

TOP 25 IN STEALS CONTINUED

Player	Position	Team	Rating
Adrian Griffin	SF	Bulls	89
Brian Cardinal	PF	Grizzlies	88
Jamaal Tinsley	PG	Pacers	88
Antonio Burks	PG	Grizzlies	87
Lindsey Hunter	SG	Pistons	87
Speedy Claxton	PG	Hornets	86
Marquis Daniels	SF	Mavericks	86
Eddie Gill	PG	Pacers	86
Allen Iverson	PG	76ers	86
Ron Artest	SF	Pacers	85
Doug Christie	SG	Magic	84
Manu Ginobili	SG	Spurs	84
Jason Hart	PG	Kings	84
LeBron James	SF	Cavaliers	84
Randy Livingston	PG	Free Agents	84
Ruben Patterson	SF	Trail Blazers	84
Tamar Slay	SF	Free Agents	84
Donta Smith	SF	Hawks	84
Gerald Wallace	SF	Bobcats	84
Gilbert Arenas	PG	Wizards	83
Trevor Ariza	SF	Knicks	83

Blocks

Shot blocking is one of the most prized skills in the game. A team with a dominant shot blocker always has a chance on defense—even if someone else blows his assignment.

TOP 25 SHOT BLOCKERS

Player	Position	Team	Rating
Andrei Kirilenko	SF	Jazz	98
Alonzo Mourning	C	Heat	97
Marcus Camby	C	Nuggets	95
Steven Hunter	C	Suns	94
Adonal Foyle	C	Warriors	93
Theo Ratliff	C	Trail Blazers	92
DeSagana Diop	C	Cavaliers	91
Joel Przybilla	C	Trail Blazers	91
Tim Duncan	PF	Spurs	88
Eddie Griffin	PF	Timberwolves	88
Loren Woods	C	Raptors	88
Tyson Chandler	PF	Bulls	87
Kelvin Cato	C	Magic	86
David Harrison	C	Pacers	86
Shawn Bradley	C	Free Agents	85
Dikembe Mutombo	C	Rockets	85
Greg Ostertag	C	Jazz	85
Josh Smith	SG	Hawks	85
Stromile Swift	C	Rockets	85
Jahidi White	C	Free Agents	85
Samuel Dalembert	C	76ers	84
Jerome James	C	Knicks	84
Al Jefferson	PF	Celtics	84
Jerome Moiso	PF	Free Agents	84
Mamadou N'diaye	C	Free Agents	84

Defensive Rebounding

Good defense is rewarded with missed shots by the opponent. But those missed shots are worthless unless you can pick up the loose change. Be sure to have a few good rebounders on your team.

TOP 25 DEFENSIVE REBOUNDERS

Player	Position	Team	Rating
Marcus Camby	C	Nuggets	99
Kevin Garnett	PF	Timberwolves	99
Jamal Sampson	PF	Free Agents	99
Reggie Evans	PF	SuperSonics	98
Tim Duncan	PF	Spurs	94
Tyson Chandler	PF	Bulls	93
Dan Gadzuric	C	Bucks	92
Kurt Thomas	PF	Suns	92
Shaquille O'Neal	C	Heat	91
Kendrick Perkins	C	Celtics	91
Ben Wallace	C	Pistons	91
Lamar Odom	PF	Lakers	90
Jeff Foster	C	Pacers	89
Drew Gooden	PF	Cavaliers	89
Eddie Griffin	PF	Timberwolves	89
Shawn Marion	PF	Suns	89
Dirk Nowitzki	PF	Mavericks	89
Joel Przybilla	C	Trail Blazers	89
Mario Kasun	C	Magic	88
Troy Murphy	PF	Warriors	88
Kelvin Cato	C	Magic	86
Alonzo Mourning	C	Heat	86
Chris Webber	PF	76ers	86
Samuel Dalembert	C	76ers	85
Erick Dampier	C	Mavericks	85

Defensive Awareness

Defense requires just as much awareness as offense—if not more. An aware defensive team will handle switches, pressure defense, and double teams seamlessly. An unaware team will blow assignments and give up easy baskets.

TOP 25 IN DEFENSIVE AWARENESS

Player	Position	Team	Rating
Ben Wallace	C	Pistons	99
Doug Christie	SG	Magic	95
Andrei Kirilenko	SF	Jazz	95
Shaquille O'Neal	C	Heat	95
Tim Duncan	PF	Spurs	94
Jason Kidd	PG	Nets	94
Ron Artest	SF	Pacers	90
Bruce Bowen	SF	Spurs	90
Boris Diaw	SG	Hawks	90
Kevin Garnett	PF	Timberwolves	90
Allen Iverson	PG	76ers	90
Michael Curry	SF	Free Agents	88
Dikembe Mutombo	C	Rockets	88
Eric Snow	PG	Cavaliers	88

TOP 25 IN DEFENSIVE CONTINUED

Player	Position	Team	Rating
Theo Ratliff	C	Trail Blazers	87
Cliff Robinson	PF	Nets	87
Tayshaun Prince	SF	Pistons	86
Marcus Camby	C	Nuggets	85
Larry Hughes	SG	Cavaliers	85
George Lynch	SF	Hornets	85
Gary Payton	PG	Celtics	85
Rasheed Wallace	PF	Pistons	85
Chauncey Billups	PG	Pistons	83
Tyson Chandler	PF	Bulls	83
Baron Davis	PG	Warriors	83

Athletic Categories
Jumping

Jumping is critical in several phases of the game. A terrific leaper has a definite advantage when dunking, going for a rebound, or trying to block a shot.

TOP 25 JUMPERS

Player	Position	Team	Rating
Vince Carter	SF	Nets	98
LeBron James	SF	Cavaliers	97
Jason Richardson	SG	Warriors	97
Josh Smith	SG	Hawks	97
Steve Francis	PG	Magic	96
Desmond Mason	SF	Bucks	96
Kobe Bryant	SG	Lakers	95
Fred Jones	SG	Pacers	92
Corey Maggette	SG	Clippers	92
Gerald Wallace	SF	Bobcats	92
Richard Jefferson	SF	Nets	91
Gerald Green	SG	Celtics	90
Andre Iguodala	SF	76ers	90
Tracy McGrady	SF	Rockets	90
Travis Outlaw	PF	Trail Blazers	90
Amare Stoudemire	C	Suns	90
Kevin Garnett	PF	Timberwolves	89
Dwyane Wade	SG	Heat	89
Ricky Davis	SG	Celtics	88
Darvin Ham	SF	Pistons	88
DeShawn Stevenson	SG	Magic	87
Trevor Ariza	SF	Knicks	86
Darius Miles	SF	Trail Blazers	86
Baron Davis	PG	Warriors	85
Al Harrington	SF	Hawks	85

Speed

Speed is a player's "top gear"; players with high speed move faster down the court.

TOP 25 IN SPEED

Player	Position	Team	Rating
Earl Boykins	PG	Nuggets	99
Allen Iverson	PG	76ers	99
Tony Parker	PG	Spurs	95
Sebastian Telfair	PG	Trail Blazers	95
Jason Kidd	PG	Nets	94
Dwyane Wade	SG	Heat	94
LeBron James	SF	Cavaliers	92
Steve Nash	PG	Suns	91
Speedy Claxton	PG	Hornets	90
Baron Davis	PG	Warriors	90
T. J. Ford	PG	Bucks	90
Bobby Jackson	PG	Grizzlies	90
Chris Paul	PG	Hornets	90
Yuta Tabuse	PG	Free Agents	90
Raymond Felton	PG	Bobcats	89
Stephon Marbury	PG	Knicks	89
Kenny Anderson	PG	Free Agents	88
Marcus Banks	PG	Celtics	88
Tyronn Lue	PG	Hawks	88
Jason Williams	PG	Heat	88
Mike Bibby	PG	Kings	87
Kobe Bryant	SG	Lakers	87
Keyon Dooling	PG	Magic	87
Jameer Nelson	PG	Magic	87
Nate Robinson	PG	Knicks	87

Quickness

Quickness measures how fast a player can reach his top speed. It often goes hand in hand with speed—but not always.

TOP 25 IN QUICKNESS

Player	Position	Team	Rating
Earl Boykins	PG	Nuggets	99
Allen Iverson	PG	76ers	99
Sebastian Telfair	PG	Trail Blazers	97
Steve Nash	PG	Suns	96
Tony Parker	PG	Spurs	95
Stephon Marbury	PG	Knicks	93
Baron Davis	PG	Warriors	91
Juan Dixon	PG	Trail Blazers	91
Kobe Bryant	SG	Lakers	90
T. J. Ford	PG	Bucks	90
Bobby Jackson	PG	Grizzlies	90
Tyronn Lue	PG	Hawks	90
Chris Paul	PG	Hornets	90
Damon Stoudamire	PG	Free Agents	90
Yuta Tabuse	PG	Free Agents	90
Nick Van Exel	SG	Free Agents	90
Dwyane Wade	SG	Heat	90
Keyon Dooling	PG	Magic	89

TOP 25 IN QUICKNESS CONTINUED

Player	Position	Team	Rating
Raymond Felton	PG	Bobcats	89
Jason Kidd	PG	Nets	89
Troy Hudson	PG	Timberwolves	88
Gilbert Arenas	PG	Wizards	87
Darrell Armstrong	PG	Mavericks	87
Nate Robinson	PG	Knicks	87
Jason Terry	PG	Mavericks	87

Strength

Strength factors into player collisions. It's most noticeable in post play (when one player tries to back the other down) and in rebounding. A particularly strong player can actually knock weaker ones aside.

TOP 25 IN STRENGTH

Player	Position	Team	Rating
Shaquille O'Neal	C	Heat	99
Jahidi White	C	Free Agents	98
DeSagana Diop	C	Cavaliers	97
Robert Traylor	PF	Free Agents	96
Rafael Araujo	C	Raptors	94
Ha Seung-Jin	C	Trail Blazers	94
Vitaly Potapenko	C	SuperSonics	93
Eddy Curry	C	Bulls	91
Kendrick Perkins	C	Celtics	90
Ben Wallace	C	Pistons	90
Clarence Weatherspoon	PF	Rockets	90
Pavel Podkolzin	C	Mavericks	89
Jake Tsakalidis	C	Grizzlies	88
Obinna Ekezie	PF	Free Agents	86
Yao Ming	C	Rockets	86
Zach Randolph	PF	Trail Blazers	86
Rasheed Wallace	PF	Pistons	86
Wang Zhizhi	C	Heat	86
Elton Brand	PF	Clippers	85
Elden Campbell	C	Pistons	85
Kelvin Cato	C	Magic	85
Tim Duncan	PF	Spurs	85
Kevin Garnett	PF	Timberwolves	85
Dwight Howard	PF	Magic	85
LeBron James	SF	Cavaliers	85

Hardiness

Hardiness is the ability to resist injury. Hardy players are likely to be around when you need them.

TOP 25 IN HARDINESS

Player	Position	Team	Rating
Michael Finley	SG	Mavericks	95
Howard Easley	PG	Free Agents	92
Gary Payton	PG	Celtics	92
Dale Davis	C	Free Agents	91
Derek Fisher	PG	Warriors	91
Bryon Russell	SG	Nuggets	91

TOP 25 IN HARDINESS CONTINUED

Player	Position	Team	Rating
Ray Allen	SG	SuperSonics	90
Bruce Bowen	SF	Spurs	90
Calbert Cheaney	SG	Warriors	90
Michael Curry	SF	Free Agents	90
Pau Gasol	PF	Grizzlies	90
Allen Iverson	PG	76ers	90
Antawn Jamison	PF	Wizards	90
Stephon Marbury	PG	Knicks	90
Darrick Martin	PG	Free Agents	90
Walter McCarty	SF	Suns	90
Yao Ming	C	Rockets	90
Wesley Person	SG	Free Agents	90
Paul Pierce	SF	Celtics	90
Ansu Sesay	SF	Free Agents	90
Jason Terry	PG	Mavericks	90
Ben Wallace	C	Pistons	90
Reggie Miller	SG	Free Agents	89
Steve Nash	PG	Suns	89
Bo Outlaw	PF	Suns	89

Endurance

Players with high endurance can play longer without wearing down. This stat is meaningless in an exhibition game with player fatigue disabled, but it is meaningful any time player fatigue is on.

TOP 25 IN ENDURANCE

Player	Position	Team	Rating
Steve Nash	PG	Suns	93
Allen Iverson	PG	76ers	91
Stephon Marbury	PG	Knicks	86
Tracy McGrady	SF	Rockets	86
Joe Johnson	SG	Suns	85
Ray Allen	SG	SuperSonics	84
Kobe Bryant	SG	Lakers	84
Mike Bibby	PG	Kings	83
Yao Ming	C	Rockets	83
Dirk Nowitzki	PF	Mavericks	83
Steve Francis	PG	Magic	82
Richard Hamilton	SG	Pistons	82
Chris Bosh	PF	Raptors	81
Elton Brand	PF	Clippers	81
Jamal Crawford	SG	Knicks	81
Tayshaun Prince	SF	Pistons	81
Michael Redd	SG	Bucks	81
Jose Manuel Calderon	PG	Raptors	80
Al Harrington	SF	Hawks	80
LeBron James	SF	Cavaliers	80
Antawn Jamison	PF	Wizards	80
Rashard Lewis	SF	SuperSonics	80
Jason Richardson	SG	Warriors	80
Bobby Simmons	SF	Clippers	80
Peja Stojakovic	SF	Kings	80